Hoyle's Games

AUTOGRAPH EDITION



Edmond Hoyle

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HOYLE'S GAMES

AUTOGRAPH EDITION



TRADE MARK

Edmond Hoyle.

REVISED AND BROUGHT UP TO DATE BY

R. F. FOSTER

This includes the latest ideas in Auction Bridge
with a full Code of the New Laws

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NEW YORK

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HOYLE'S GAMES

PREFACE

FOR more than a hundred and fifty years, HOYLE'S GAMES have been the standard authority throughout the world, and "according to Hoyle" has passed into a proverb. Beginning, in the first editions, with a few games, of which whist was chief, the scope of the original work has been gradually enlarged, so as to take in the various games that have from time to time come into popular favor; but none of the editions which have so far been offered to the public has been complete, although many have borne that title; and none has been thoroughly up to date, in the matter of conformity with the latest usage and official laws.

In bringing out a new and complete edition of HOYLE'S GAMES, it has been the aim of the publishers to avoid the common error of making it too much like a text-book. A wide experience with card players and card questions has convinced the editors that what is wanted in a Hoyle is not an elaborate treatise on the science of playing the various games dealt with in the book; but a clear description of the games themselves, with a concise statement of the essential rules and penalties.

The description is necessarily brief; because it is intended simply to refresh the memory of those who have played the game, but have forgotten some of the details;

or to enlighten those who wish to form some idea of games with which they are not familiar.

The principal uses of a Hoyle are to look up forgotten rules, and to settle the disputes which continually arise at the card table, even among players of experience. No attempt is made at suggestions for good play, all such details being out of place in a work of reference like this. When a game is of sufficient importance to have an official code of laws of its own, such laws are given in full.

Any suggestions, criticisms, or descriptions of new games and new ways of playing old ones, will be gladly received for use in future editions; it being the design of the publishers to make and to keep this Autograph Edition always complete and up to date.

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ALL FOURS

Seven Up, High–Low–Jack, Old Sledge.

Two, three or four players, each for himself, or two against two as partners. Fifty-two card pack, the cards ranking; A K Q J 10 9 8 7 6 5 4 3 2, the ace being highest in cutting and in play. The highest cut deals. Six cards are dealt to each player, three at a time, the next being turned up for a trump. If a jack is turned, the dealer counts one for it immediately. The deal passes to the left.

Eldest hand looks at his cards, and either "stands" by leading any card he pleases, or "begs," for three more cards and a different trump suit. If the eldest hand says, "I beg," the dealer must either give a point or run off three more cards to each player, turning up another trump. If the same suit comes up again, he must run the cards again, until he turns a different suit. If he turns the jack of the suit first turned up, it does not count anything, as that suit cannot be the trump.

No one but the eldest hand can beg. If there are three or four in the game, they must abide by the decision of the eldest hand to stand or beg. There is no second beg, but when only two play they may agree to "bunch the cards" and have a new deal by the same dealer if both are dissatisfied with the new trump. If the pack is exhausted without turning a new trump, the cards must be bunched and dealt again, by the same dealer.

If the dealer refuses to run the cards when the eldest hand begs, he must give each of his adversaries a point. If the game is a partnership, the partners get one point only. If the cards are run, all the cards dealt may be played, or it may be agreed to "skin down" to six only in each hand.

The eldest hand always leads for the first trick, and the winner of one trick leads for the next. If trumps are led, each player must follow suit if he can; but when a plain suit is led a player may trump it, even if he holds the suit led; but if he does not trump he must follow suit if he can.

The object of the game is not to win tricks, but to get home certain counting cards, and to catch the jack of trumps, if it is in play.

Seven points is game, and there are four points possible in each deal, in addition to the "gift" and the point for turning a jack. These four points are; for the highest trump in play, for the lowest trump in play, for the jack of trumps, and for the "game." One trump may be both high and low, and the jack of trumps may be good for all three points; high, low and jack, if it is the only trump out.

The point for "game" is scored by the player who has the most points in the tricks he has taken in, reckoning each ace as worth 4, each king 3, each queen 2, each jack 1, and each ten 10, regardless of the suit. In case of ties, or if there is no game out, the non-dealer takes game.

In counting out, high goes out first, then low, then jack, and then game. High and low are always reckoned by the players to whom the cards are dealt; jack is counted by the player who gets it home in his tricks by saving or capturing it. A player is not allowed to give

another enough to go out when he begs. If the begging hand wants only one to go, the dealer must run the cards.

In three hand, or four, each for himself, if one player goes out when it is his beg, the deal passes him to the player on his left.

Penalties

In cutting to the dealer, at least four cards must be left in each packet, or there must be a new cut.

In dealing, if a card is found faced in the pack, or if the pack is proved to be incorrect or imperfect, the same dealer must deal again; but if the dealer neglects to have the pack cut, gives too many or too few cards to any player, or deals a wrong number of hands, the dealer loses his deal.

If the dealer exposes a card, his adversary may demand a new deal or may let it stand. When three or four play, this penalty must be demanded by the eldest hand. A deal out of turn must be corrected before the trump is turned and before any player has looked at a card.

If a player does not follow suit when able to do so, it is a revoke unless he plays a trump to the trick. If the jack is not in play, the penalty for the revoke is one point. If the jack is in play, the penalty is two points. These points are deducted from the score of the player or side in error. The revoking player cannot score either jack or game, but his adversaries may score either of those points if they make them.

Blind All Fours

A variety of all fours in which no trump is turned by the dealer. The first card led or pitched by the eldest hand is the trump suit for that deal, and he can select any suit he pleases.

All Fives

This is a variation in the method of scoring all fours. Sixty-one points is game, instead of seven, and a cribbage board is used to mark it. For certain trump cards taken in during the play of the hand, the winner of the trick containing those cards pegs a certain number of points at once.

These points are; for the ten of trumps, 10; for the ace of trumps, 4; for the king, 3; for the queen, 2; for the jack, 1; and for the five, 5. These points are all in addition to the regular high, low, jack, and the game, which are scored after the hand is played.

California Jack

This is a variety of seven up for two players. The trump suit is determined by cutting before the cards are dealt. The pack is then shuffled and the dealer gives six cards to each player, three at a time, and turns the remainder of the pack face up on the table, to form a stock. The winner of each trick takes the top card from the stock, and puts it into his hand, his adversary taking the next card, so that each restores his hand to six cards until the stock is exhausted. The points are the same as in all fours, except that low counts to the player who catches or saves it.

Shasta Sam

This is California Jack with the remainder of the pack turned face down, so that the cards to be drawn from the stock shall not be seen by either player.

AUCTION PITCH
Or Set Back

Four to seven players, each for himself, five making the best game. Fifty-two cards, which rank A K Q J 10 9 8 7 6 5 4 3 2, the ace being the highest in cutting and in play. Highest cut deals the first hand, after which deal passes in regular order to the left. Six cards are given to each player, three at a time. No trump is turned.

In the old-style game, the eldest hand sells the privilege of "pitching the trump," that is, leading the suit that shall be the trump for that deal. He must sell to the highest bidder or pitch the trump himself and make as many as he is offered. No second bids are allowed. If the eldest hand sells, he adds to his own score the number of points bid; but no player is allowed to bid him enough to put him out.

The modern game is almost entirely "bidding to the board," instead of to the eldest hand. No one sells and no one gets the points bid; but the eldest hand still has the first say if he wishes to bid for the privilege of pitching the trump. There are no second bids, and if no one makes a bid, the eldest hand can pitch anything he pleases.

The successful bidder must lead the trump for the

first trick and the suit to which the card belongs must be the trump for that deal whether it was led by mistake or otherwise.

Players must follow suit if they can when trumps are led; but if a plain suit is led they can trump the trick if they do not wish to follow suit; but they must follow suit when able to do so, unless they trump the trick instead.

Ten points is game, and the points to be played for in each deal are; high, low, jack, and the game. These are; the highest trump out; the lowest trump out; the jack of trumps; and the greatest number of points in the tricks taken in by the individual player, reckoning the aces worth 4, kings 3, queens 2, and jacks 1 each; the tens counting 10 each. High and low are always scored to the players to whom those cards are dealt, but the jack is scored by the player who saves or catches it.

The successful bidder always has the first count after the hand is played, and if he makes good his bid, he scores whatever points he wins. If he gets enough to put him out, he is out, no matter what any other player may have made.

If the bidder does not succeed in getting as many points as he bid, he is set back the amount of his bid and scores nothing for any points he may have made; but the others may score any points they make.

If the bidder fails to go out, or if he is set back, the other players then proceed to score their points in regular order; high, low, jack, and the game. Suppose the bidder wants two and gets the pitch on a bid of two, making jack and game. He is out, because he has the first count, even if the players who made high and low wanted only one each to go out themselves. But if the bidder had not gone out, the player with high would

have scored it first; then the player with low would have scored, and so on.

Penalties

At least four cards must be left in each packet when the dealer presents the pack to be cut, or there must be a new cut.

If a card is found faced in the pack during the deal, or if the pack is proved to be incorrect or imperfect, the same dealer must deal again. If the dealer neglects to have the pack cut; gives too many or too few cards to any player; deals a wrong number of hands, or faces a card in dealing, he must deal again. In no case does the dealer lose his deal. A deal out of turn must be corrected before the last card is dealt, or it stands.

If any player whose turn it is to bid pitches the trump without bidding, he must make four points, or he will be set back. No player can pitch the trump unless he bids higher than any previous bid; but a bid of four, if made in its proper turn, shuts out any further bidding. There is no penalty for bidding out of turn.

If a player does not follow suit when able to do so, and does not trump the trick, it is a revoke; the penalty for which is to be set back the amount of the bid and to score nothing for any points made on the deal. It is usual to play the hand out after the revoke is discovered, in order to allow those not in error to make what points they can. The bidder cannot be set back if one of his adversaries revokes; but must be allowed to score any points he may take in, whether they are enough to make good his bid or not. If no bid has been made on the deal, the revoking player is set back two points, and scores nothing.

Smudge

Smudge is a variation of auction pitch, in which any player who is even with the board; that is, not "in the hole" on the score, and who makes four points on a bid of four, wins the game on the hand, no matter what his score was. A player who makes four on a bid of less than four is not, in some places, allowed to smudge.

Pedro

Several varieties of auction pitch are known by the name of "pedro," but they must not be confused with double pedro, or cinch.

Any number of players from four to seven. The full pack of fifty-two cards, all of which are dealt out if possible; giving 13 each to four players; 10 each to five; 8 each to six; 7 each to seven.

All bidding is to the board, the eldest hand having the first say. The highest bidder pitches the trump by leading it for the first trick. Everything, including low, counts to the player taking it in. Instead of counting the cards for game, the ten of trumps is the game point for whoever saves or catches it.

Dom Pedro

Twelve points can be made in each deal, 1 each for high, low, jack, and the game; 3 for the trey of trumps, called "dom"; and 5 for the five of trumps, called "pedro." In counting out, if there is a tie for game, the order is; high, low, jack, ten, trey, pedro. Game is fifty points.

Pedro Sancho

Eighteen points can be made in each deal; high, low, jack, game being worth 1 each; the five of trumps 5; and the nine of trumps, "sancho," 9. In counting out, the order is; high, low, jack, ten, five, nine. Game is fifty up.

Snoozer

In this variation, the joker is added to the pack and 36 points can be made on each deal. These points are; 1 each for high, low, jack, game; 3 for the trey of trumps; 5 for the five of trumps; 9 for the nine of trumps, and 15 for the joker. These points go out in order; high, low, jack, ten, trey, five, nine, joker. One hundred points is game.

Although the joker is a trump and will win any plain suit, it is the lowest trump of all, and the deuce of trumps will win it.

The penalties in all these variations are the same as in auction pitch.

AUTHORS

FIFTY-TWO cards, distributed one at a time as far as they will go among any number of players from four to seven. If some have more cards than others, it does not matter.

The eldest hand begins by naming some individual player, and asking him for a card of the same denomination as some card which he holds in his own hand, but he must name the suit of the card asked for. If

he holds any ten, say clubs, he can say, "Mr. B. I will trouble you for the ten of hearts." If Mr. B. has the card asked for, he hands it over, and the asker puts it in his hand with his other cards. Having received the card asked for, the same player can ask for any other card, provided he has one of the same denomination in his hand, and he can ask any one at the table for it.

If the player asked has not the card demanded, it becomes his turn to ask for any card he wants to match one or more already in his hand. As long as a player succeeds in picking out the right person to ask, and gets the card asked for, he can continue to ask; but the moment he asks the wrong one, he loses the ask.

As soon as a player succeeds in getting together four cards of the same denomination, he shows them, and lays them on the table in front of him in the form of a trick, turned down, and the person who has the greatest number of these tricks at the end of the game is the winner.

BACCARA

It is usual to bid for the privilege of being the banker, the persons naming the largest amount having the privilege. The cash is placed on the table at once, and as much of it as remains there at any time is the limit of the amount which the bank can lose. If no one bids, the banker may put up anything he likes.

Eleven persons actually play, at the most. Three packs of fifty-two cards each are well shuffled together and used as one. They are then offered to the players to be cut, a card being stuck into the pack to indicate where it shall be divided. The players take their seats, five on

the right and five on the left of the banker, choice of position being drawn for. Any player or spectator can bet any amount he pleases, but if the bank should lose its entire capital, the last to be settled with might not be paid if they have bet much beyond the amount in the bank. Bets are made that the player sitting on the banker's right, or on his left, will beat him. A player wishing to bet on both sides at once, right and left, meaning that they will both beat the dealer, places his money on the line, or *à cheval.*

The dealer takes a handful of cards from the top of the stock, and gives one to the player on his right, then one on his left, and then one to himself, all face down. Then another to each in turn. The two players then examine their cards to see how near they are to 8 or 9. If they have exactly 8 or 9, they must show it at once. The K Q J 10 count nothing; all other cards their pip value.

When 8 or 9 is shown, if the banker has not an equal number, he must pay. If he has 8 or 9 himself, however, neither player having so many, the banker wins everything on the table. If no one has 8 or 9, the dealer decides whether or not to offer a card, with a view to taking one himself. If he offers one to the players, he begins with the one on his right, who may either take it or refuse it. It is then offered on the left. If both refuse it, the dealer must take it himself; but if either player accepts it, the dealer is not obliged to take one himself. Should the player on the right take the card, the player on the left may ask for one also. There is only the one offered to each, and if they are taken they are left face up on the table.

Good players find it is bad policy to refuse with less than five in their first cards, or to draw with more than

five. With five exactly, it is optional. Players must remember that all the money on their side of the table depends on their decision.

After the draw, if any, all three hands are exposed and the one nearest 9 wins. If the player on the right is nearer 9 than the dealer, all bets placed on that side of the table win. If not, they all lose. The same is true of the other side. Ties are a stand off. The dealer may win from both sides, or lose to one only. If he loses to both, he must pay all the bets made *à cheval*; but if he wins from both, he takes all such bets. If one side wins and the other loses, these bets stand off.

Any player holding nothing but court cards, or such cards as 7 and 3, which equal 10, is "baccara," which means "nothing." If he has 14, the 10 counts for nothing, so his point is 4.

When the player on the right or left loses a coup, the banker deals the following hand to the next player in order beyond the one who lost. But if the player wins from the bank, cards are dealt to him again. These cards are taken from the top of the stock, without further shuffling or cutting. The process of progressing from the player who loses a coup to the one beyond him is continued until the fifth player is passed, when it comes back to the one next the banker.

If there is not money enough in the bank to pay all the bets made, those to whom the hands are dealt must be paid first. Then come the players immediately beyond them in their order, and the spectators last, as far as the money will go.

Any player may propose *banco*, which means that he will individually bet as much as there is in the bank on one coup. This takes precedence of all other bets. If the banker loses, the bank is busted, of course, and must

be put up again. If the banker wins, the same player may go banco again; but the same player is not allowed to go banco more than twice running.

Chemin de Fer

This is a variety in which six packs are used and each player in turn to the left becomes the banker, the deal passing as soon as the banker loses a coup. Cards are given only to the player on the right and to the banker himself. As long as the banker wins he deals again. If the point is a tie, the dealer may pass the bank to the next player in turn, provided he has not given a card on the last deal.

BACKGAMMON

Or Tric-Trac

BACKGAMMON is played by two persons, with a board made for the purpose. Each player has fifteen men, known as black and white, and each should have his own dice box and two dice. Almost all the folding checker-boards are marked on the reverse side for backgammon, and the fifteen men of each color in a checker set are intended for backgammon players.

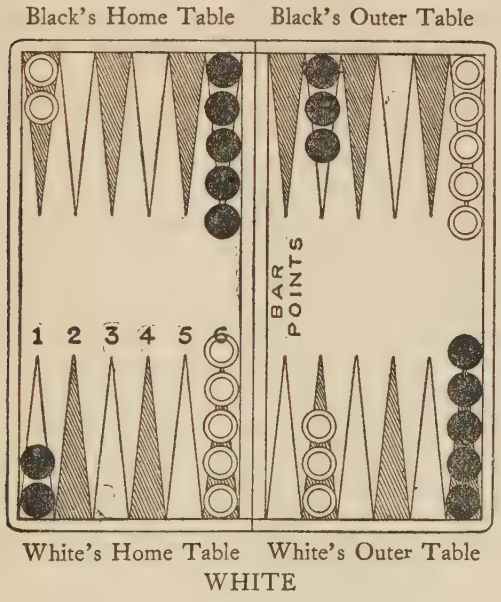
At the beginning of the game the men are set up in the following position. (See illustration on following page.)

The two sides of the board nearer the players are called tables and the table with only two men on two of the points is called the inner table. It is also the home table of the player who sits with that side of the board nearer to him. In the diagram, the inner table is on the left, and the side at the bottom, on which white sits, is white's home table. It does not matter which way the board is turned, as the "*flèches*" or points are alternately light and dark all the way round in either direction, but it is usual to place the side of the board with only two men on points, nearest the window, so that there shall be a good light on the home tables.

The points in the home tables are known by their numbers, which correspond to the faces of a die, and are called; ace point, deuce point, trey point, four point, five point, and six point. If it is said that there are

two men on white's deuce point, it means that they stand on the point No. 2 in the diagram. Black's deuce point would be the one directly opposite.

The point which would be No. 7, which is immediately across the bar which divides the two tables, is



called the "bar point"; not because it is next the bar, but because it bars the two adverse men in your home table from running away with double sixes, if you can "make it up," as will be explained presently.

The object of each player is to get all his men into his home table, and, as soon they have all arrived, to

throw them off the board altogether. The one that succeeds in doing this first, wins the game.

The movement of the men is controlled by throws of the dice, of which each player should have two. One die is thrown for the first move, the higher cast playing first. It is sometimes agreed that the winner of the cast may use his own and his adversaries throw for the first move; but it is more usual to cast two dice together for the opening move, especially as that is the only way to get doublets.

Each player throws and moves alternately, and a man can be moved as many points as there are spots face up on the die, counting from the point upon which the man stands. A different man can be moved for each die, or the same man can be moved twice; but if one man is moved twice, he must make the move in two distinct parts, each of which corresponds to the face of a die as thrown.

If there are two of the adverse men upon any point to which a man might be moved, that point is "covered" or made up, and a man of the opposite color cannot stop upon it, nor even use it as a resting place in a double move. If there is only one man upon it, it is called a "blot" and can be "hit," the man on it being removed from the board and placed on the bar, which is the elevated place between the two tables.

Suppose that the first throw contained a five. The caster could not move either of the two men standing on his adversary's ace point, because the fifth point from there is covered.

When a man is hit and placed on the bar, he must be entered again before any other man on his side can be moved, and he must enter upon the adversary's home table. The point upon which he shall enter is decided

by the throw of the dice, and if the points that correspond to the numbers thrown are both covered, he cannot enter, and the throw is lost, the man remaining upon the bar.

As each player starts with two men on his adversary's ace point, these two men must be brought all the way round the board to the home table, and all the other men, who start on other points, in the outer table, must also be brought into the home table. Any man who has been hit and put back, will have to follow the same course.

As both players are moving toward their home tables, their men will be continually meeting and passing one another, and it is the object of the player to cover one man with another, so that none shall be hit. A player is not obliged to hit a man that he can reach by a throw of the dice; but if he rests upon a point which is a blot, even if he goes on to another point in completing the play of his two dice, he must lift the man that is hit.

When doublets are thrown, they are played double. If a caster should throw two treys, he could move one man three points at a time, four times, provided none of the points stopped at on the way were covered; or he could move four different men three points each; or two men three points each and a third man six points; or he could move two men together three points, and another two men another three points; or he could move two men six points.

The player must use the throws on both of the dice if he can, no matter how little he may sometimes wish to avail himself of the privilege. If the position is such that he can either play only one number, or can play both, he must play both. If he can play either, but not both numbers, he must play the larger of the two thrown.

As soon as all the fifteen men belonging to one side have been brought into the home table, they can be thrown off. The two numbers thrown in each cast of the dice will correspond to the numbers of two of the points in the home table, and a man from each of those points may be thrown off. This is called "bearing" the men. If doublets are thrown, four men may be removed from that point if there are so many standing upon it. If there are no men on a point thrown, the numbers must be used in moving toward the ace point, if that is possible. If it is not possible to move, on account of the large number thrown, such as 6 and 5, when there are no men on either of those points, men may be borne from the point nearest to the one thrown. But if there is a man on the six point when a five is thrown, but none on the five point, the one on the six point will have to be moved up five. If the caster throws four-deuce, and there is no man on the deuce point, he can bear the four, but he will have to move up something for the deuce.

A player is not obliged to bear his men if he prefers to move one or both of them. Sometimes there is an adversary's man on the bar, waiting to enter, or already in your home table, when you are bearing your men, and he might hit one of them if you left a blot. Should this happen, the player who was hit would have to stop bearing his men until the hit man was entered and made the complete circuit of the board to get home again.

The first player to bear all his men wins the game. If his adversary has already borne some of his men, it is called a "hit," and counts as a single game. If the adversary has not borne a single man, it is a "gammon," and counts double. If, in addition to not having borne a single man, any of his men are still on your side of the

board, even in the outer table, it is a "backgammon" and counts a triple game.

The Opening Throws

Good players always move certain of their men to certain points according to the opening throw they get, and every player should be familiar with the best movement of his men for the first throw, no matter what this throw may be. These moves were settled upon more than a hundred years ago, and they are as follows—

6–6. Fill both the bar points, placing two men on each.

6–5, 6–4, or 6–3. Take one of the two men in your adversary's home table as far as he will go.

6–2. One of the five in your outer table to the five point in your home table.

6–1. Make up your bar point; that is, the point which bars the two adverse men in your home table from running away with double sixes. Play the 6 with a man from the five in your outer table, and cover him with a man from the three nearer you.

5–5. Bring two men from the five in your outer table to the trey point in your home table.

5–4. Same as 6–3.

5–3. Make up the trey point in your home table.

5–2. Bring two men from the five in your outer table. One of these will be a blot, but it will take 6–4 to hit him.

5–1. Play the 5 by bringing a man from the five in your outer table, and either play one of the two men in the adversary's home table for the ace, or put a blot on your own five point.

4–4. Either bring two men from the five in your outer

table right into your home table, making up your five point; or bring them only four points, and move the two men in your adversary's home table together to his five point.

4–3. Bring two men from the five in your outer table, making two blots.

4–2. Make up the four point in your home table.

4–1. For the 4, bring a man from the five in your outer table. For the ace, either make a blot on your own five point, or on your adversary's deuce point. It is a common error to play the same man on, piling up four men on one point.

3–3. The best play is to fill the trey and five points in your home table. Or, fill the five point, and move your two men together to your adversary's four point; or, make up your bar point.

3–2. Bring two men from the five in your outer table, leaving two blots; or, play the 3 with one of those men and play the deuce by putting a man on your adversary's trey point.

3–1. Make up the five point in your home table.

2–2. Make up your four point with two of them, and either play the other two men from the five in your outer table, or place two men on your adversary's trey point.

2–1. The best, perhaps because the boldest, is to play one man down from each of your fives, leaving two blots. Or, you can play the deuce from the five in your outer table, and either move him again, or play the ace in your adversary's home table, which leaves three blots.

1–1. Make up your bar point and your five point.

While it may seem a difficult matter to remember all these moves, it may help matters if it is observed that the three men on the side of the board nearer you are never moved except to make up points in the home table,

or the bar point. All doublets, except fives and aces, may be used to run with the two men in your adversary's home table. All blots should be left in the outer table, unless it is necessary to leave two.

Chances

It is sometimes desirable to know the chances of hitting a man or of being hit yourself, when blots are left. It is obviously easier to hit a man that can be reached with a single die, that is, some number under 7, than it is to hit him with double dice, or numbers over 6. The odds against hitting a man vary with his distance from the source of danger.

With a single die, it is—

25 to 11 against hitting a man 1 point away.
24 to 12 against hitting a man 2 points away.
22 to 14 against hitting a man 3 points away.
21 to 15 against hitting a man 4 points away.
21 to 15 against hitting a man 5 points away.
19 to 17 against hitting a man 6 points away.

With both dice, it is—

30 to 6 against hitting a man 7 points away.
30 to 6 against hitting a man 8 points away.
31 to 5 against hitting a man 9 points away.
33 to 3 against hitting a man 10 points away.
34 to 2 against hitting a man 11 points away.
35 to 1 against hitting a man 12 points away.

It will be observed that the odds are always against the man's being hit, whether with one die or with two.

In the American game, gammons and backgammons are often disregarded, and the play is for a hit. This

loses many of the fine points of the game, because it requires considerable skill to judge whether to go for a gammon, or to play safely, for a hit.

THE LAWS OF BACKGAMMON

1. If the men are wrongly set up, the mistake may be remedied if the player in error has not moved a man, otherwise they must stand as set up.

2. If a player begins with less than the proper number of men, the error cannot be rectified after the player has made a throw for his move.

3. The players must each cast a single die for the privilege of first move, the higher winning. Ties throw again.

4. By mutual consent it may be agreed to let the higher throw play the points on his own and his adversary's die for the first move; otherwise he must throw again with two dice.

5. Each player must throw the dice into the table on his right hand, and if either die jumps into the other table, or off the board, both dice must be taken up and thrown again.

6. To constitute a fair throw, each die must rest flat upon the board, and if either die is "cocked" against the other, or against the edge of the board or of a man, both dice must be taken up and thrown again.

7. If the caster interferes with the dice in any way, or touches them after they have left the box, and before they come absolutely to rest and the throw is called by the caster, the adversary may place face upward on the die or dice so interfered with, any number he chooses, and the caster must play it as if thrown.

8. Before playing, the throw must be announced by

the caster, and if the throw is played as called it stands good, unless an error in the call is discovered before the dice have been touched for the purpose of putting them in the box again.

9. If a player moves a man a wrong number of points, the throw being correctly called, the adversary must demand that the error be rectified before he throws himself, or the erroneous move stands good.

10. If a man wrongly moved can be moved correctly, the player in error is obliged to move that man. If he cannot be moved correctly, the other man that was moved correctly on the same throw must be moved on the number of points on the second die, if possible. If the second man cannot be so moved onward, the player is at liberty to move any man he pleases.

11. Any man touched, except for the purpose of adjusting it, must be moved if the piece is playable. A player about to adjust a man must give due notice by saying, "J'adoube." A man having been properly played to a certain point and quitted, must remain there.

12. The numbers on both dice must be played if possible. If there are two ways to play, one of which will employ the numbers on both dice, the other only one of them, the former must be played. If either, but only one, of the two numbers thrown can be played, the larger of the two must be selected.

13. If a player throws off men before all his men are at home, the men so thrown off must be placed on the bar and re-entered in the adversary's home table, just as if they had been captured in the course of play. The same penalty attaches to throwing off men while one of that color is on the bar.

Russian Backgammon.

The board, the number of pieces, and the dice, remain the same, but there is no placing of the men before play begins. Both players enter their men in the same table and on the same side of the board, the points from 1 to 6 that they enter upon being determined by throws of the dice. All the men, white and black, move round the board in the same direction and to the same home table, which is always opposite the entering table.

Each player casts one die for the first move, and the winner casts both dice for his entering throw. Having thrown, he puts two men on the points that correspond to the numbers on the dice. His adversary then throws and enters two men. If either of the first throws are doublets, four men are entered on that point.

After the first two men have been entered, the player may employ subsequent throws to move them along, or he may enter more men, or he can divide the throw, moving a man with one die and entering a man with the other.

In entering, the points must be clear. If we suppose that there are two or more black men on the four point, no white man could be entered with a throw of 4, and white would have to move a man already entered, if he could.

If a blot is hit on entering, the man is taken up and placed on the bar; because he must be entered before any man of his color can be entered or moved.

In traveling round the board toward the home table, covered points cannot be touched by the adversary's men; but blots may be hit, and any man lifted must be placed on the bar, to be re-entered before another man of that color is moved.

After the first throw, doublets entitle the caster to play both faces of the dice, the side uppermost and its reverse. As any opposite faces of a die always add together to make seven, the player knows what is underneath; but he must play the upper face first. If he throws double fours, he plays four fours and then four threes. Not only this, he is privileged to have another throw before the adversary's turn comes. Should he throw another doublet, he plays both faces of the dice, as before, and throws again.

If the upper faces of the dice in a doublet cannot all be played, the reverse faces are lost, together with the privilege of throwing again.

Upon reaching the home table, each player bears his men as in the ordinary game; but if there are none of his men on the points he throws, and the points to which he could move are covered by his adversary, the throw, or part of it, is lost.

BÉZIQUE

Two players; two packs of thirty-two cards each, shuffled together and used as one. The cards rank as follows—



In cutting, the highest bézique card has the choice to deal or not for the first hand. In cutting to the dealer, at least five cards must be left in each packet.

Eight cards are dealt to each player, 3, 2, 3, at a time,

turning up the next card for a trump. If the turned trump is a seven, the dealer scores ten points for it immediately. The remainder of the pack is left on the table, face down, as a stock to draw from, the trump card being placed on the bottom, but so that it can be seen.

The object of the game is to take in certain counting cards in tricks, and to declare certain combinations held in the hand. The non-dealer leads for the first trick, anything he pleases. There is no obligation to follow suit, even in trumps, until the stock is exhausted. In case of duplicate cards played to the same trick, the leader wins. Tricks are of no value except for the aces and tens they may contain, but winning a trick may be useful in obtaining the lead and so getting an opportunity to make a declaration. Aces and tens taken in should be scored immediately, a bézique marker being preferably used for the purpose, or the score may be kept on a cribbage board.

After each trick, the players draw a card from the top of the stock, the winner drawing first. The seven of trumps can be exchanged for the turn-up card at any time that the player is in the lead. This seven, which is called "dix," whether turned up, declared in hand, or exchanged, counts ten points for the player. The seven cannot be scored if any other declaration is made at the same time, because it is a declaration in itself.

After each trick, and before drawing from the stock, the winner of the trick can declare and score any of the following combinations of cards, which belong to three different classes—

Class A

King and queen of any plain suit; Marriage.	20
King and queen of trumps; Royal Marriage..	40
Sequence of A K Q J 10 of trumps.....	250

Class B

Spade queen and diamond Jack, Bézique....	40
Both Q's and J's, Double Bézique.....	500

Class C

Any four aces, regardless of suits.....	100
Any four kings, regardless of suits.....	80
Any four queens, regardless of suits.....	60
Any four jacks, regardless of suits.....	40

Counting combinations, when declared, must be shown, laid face up on the table, and left there; but the cards forming a combination may be led or played, as if they were still in the hand. A card cannot be played and declared at the same time; but it may be played immediately after it has been declared and scored. The trump card, taken in exchange for the seven, cannot be declared until the player wins another trick, unless he foregoes the ten points for the dix.

If a player intends making two declarations which belong to the same class, and will use the same cards, he must make the one of lesser value first, or he will lose it. If he declares the trump sequence, he cannot go back to it and score the marriage it contains; but if he declares the marriage first, he can add the A J 10 to it, and score the sequence.

The same card cannot be used twice in the same

combination. If one of four declared kings has been played away, the three remaining will not form a fresh combination with a new king. A king or queen once married cannot be again married to another queen or king; neither can the same bézique card be used to form two single béziques.

The same card may, however, be used to form combinations belonging to different classes. If spades were trumps, the queen might be used as part of the royal marriage, part of the sequence, part of four queens, and part of bézique.

A player may declare more than one combination at a time, but only one can be scored. He must wait until he wins another trick to score the others. Having four jacks on the table, he might lay down the spade marriage, and claim bézique, "forty to score," which means that he will score it next time he wins a trick. Should he fail to win another trick, the score would be lost. Having declared anything "to score" does not prevent a player from scoring something else in the meantime, should he get something of more value, for instance.

When the stock is exhausted, by drawing the last card from it, all declarations stop, and all the cards lying on the table are taken into the hand again. The second player to each trick must not only follow suit, but must win the trick if he can, either with a higher card of the suit led, or with a trump. The winner of the last trick of all counts ten for it.

The game is usually 1,000 points up, and if the loser is not half way, it is reckoned as a double game.

Penalties

A misdeal does not lose the deal. The non-dealer may demand a new deal if one of his cards, or one belonging to the stock, is exposed by the dealer. A player exposing his own cards has no remedy. If the dealer gives too many cards, he must deal again; if too few, his adversary may ask for an additional card without changing the trump, or may demand a new deal.

If a card is found faced in the stock before the first trick is played to, there must be a new deal; but after the first trick, the faced card must be turned face down in its place.

If a player leads out of turn, and his attention is called to it, he must take back the card led; but if the erroneous lead is played to, the trick stands good. If, during the play of the hand, either player is found to have too many cards, he must either play without drawing from the stock until his hand is reduced to eight cards, or there must be a new deal. No declaration can be made by a player with too many cards in his hand. If a player has less than his right number, he may either draw from the stock to make good, or his adversary may demand a new deal.

A player revoking, either by failing to follow suit or to head a trick after the stock is exhausted, must take back the cards to the point at which the error occurred and replay the hand from thence on.

Playing to a trick without having drawn a card for the previous trick may be remedied by drawing two cards next time with the permission of the adversary, who must otherwise demand a new deal.

If a player draws two cards at a time, he must show

the second one, if he has seen it himself; otherwise he may replace it on the stock. If the second card belonged to his adversary, he must show both cards. If either player draws out of turn, he must restore the card and show the one he draws.

Should the loser of a trick draw two cards and look at them, his adversary may draw two cards on the next draw and keep which he chooses.

If the cards do not divide equally at the end, there being two cards besides the trump, the winner of the last trick takes the top card and the loser takes the trump, the other card remaining untouched.

Any player making a declaration which is not correct, such as announcing four jacks when one of the cards laid down is a king, may be called upon to play or lead one of the jacks unless he has in his hand the card to complete the combination declared.

Three-Hand Bézique

Three players use three packs, and triple bézique counts 1,500. The game is usually 2,000 points.

Four-Hand Bézique

Four players may be each for himself, or two against two, as partners. Four packs are used, shuffled together as one. The triple bézique counts 1,500 and the game is 2,000 points. It will be observed that quadruple bézique cannot be held, as a player never has more than seven cards in his hand when he declares.

Rubicon Bézique

Four packs of thirty-two cards each are shuffled together and used as one. The rules for cutting, etc., are the same as in bézique. Nine cards are dealt to each player, three at a time. No trump is turned, the first marriage declared and scored making the trump suit and being worth 40 points; consequently, until a marriage is declared, there are no trumps. It does not matter which player announces the marriage; but neither is obliged to announce one if he does not wish that suit to be the trump, not even if he has one on the table; four kings and bézique, for instance, which would include the spade marriage.

There are some declarations that are not in the ordinary game of bézique. A player having no king, queen, or jack, dealt to him, scores fifty for carte blanche, and continues to score fifty every time he draws, and shows his card to his adversary, until he gets a court card.

As in bézique, only one declaration may be scored at a time. Triple bézique is worth 1,500; quadruple, 4,500. A sequence of the five highest cards in any plain suit is worth 150. The scores for marriages, trump sequence, and fours of a kind, are the same as already given in the three classes of declarations for bézique.

There is no obligation to follow suit, not even to trumps, until the stock is exhausted. Tricks are usually left face up on the table until an ace or a ten falls, whereupon the winner of the trick gathers in all the cards played up to that time, and a fresh pile is started.

The peculiarity of rubicon is, that if any combination on the table has been broken up by playing cards away from it, it may be re-formed, and scored again and again.

In this manner, the four aces might be scored thirteen times. Marriages may be repeatedly scored by simply leading a card similar to one of those on the table, provided it is led before drawing from the stock. This saves the trouble of leading the card on the table and then replacing it from the hand. Winning the last trick counts fifty points.

When the player has time, he should score the minor combinations before the greater. Quadruple bézique might yield 6,540 points if the single bézique were scored first, the double added, then cards added to make the triple, and finally those to make the quadruple.

No declarations can be made after the stock is exhausted, and players must follow suit, and must win the trick if they can.

Each deal is a game in itself, and is for so much a 1,000 points. The winner deducts the points made by the loser, but adds 500 bonus for "game." Fractions of 100 are rejected, and the aces and tens, which are called "brisque," are never counted unless they are necessary to decide the result, when the score is very close.

If the lower score, the loser, fails to reach 1,000 points, he is rubiconed, and instead of deducting his points from the winner's score, they are added to it, together with 1,000 for a double game and 300 for brisques. The loser may count his aces and tens to save a possible rubicon; but if they do not save it, they are all added to the winner's score. As the total value of the brisques is 320, it is useless to count them to save a rubicon, unless the play is within 200 or so of 1,000.

Penalties

The penalties for misdealing are the same as in bézique.

If a player is found to have too many cards at any time after he has played to the first trick, the game is abandoned, and the player not in error adds 1,300 points to his score, at the same time taking as rubicon all the points already scored by his adversary, provided they do not exceed 900. If both players have a wrong number of cards, the deal is void. If one or both have less than their right number, the deal stands good, and the last trick is scored either by the player winning it, if both have too few cards, or by the player with the right number, if his adversary has too few.

If a player plays without drawing, he must finish the game with eight cards. The rules for irregular drawing and other details are the same as in bézique.

Chinese Bézique

This is simply rubicon bézique played with six packs of cards, shuffled together.

Chouette Bézique

This is rubicon, played by several persons, one of whom plays against all the others in consultation. If the single player wins, another of his adversaries takes the place of the loser who held the cards. If the single player loses, the same adversary opposes him again.

Polish Bézique

This is simply the ordinary game of bézique for two players, but instead of turning down the cards in the

tricks as they are won, the winner of the trick may appropriate any court cards, or the ten of trumps, in order to form and score combinations with them. Any such declarations may be completed by adding cards from his own hand, or upon the table, or won in subsequent tricks, but the cards won in tricks must be kept separate from the player's own hand, because they cannot be played away again, and must not be taken in hand after the stock is exhausted.

BILLIARDS

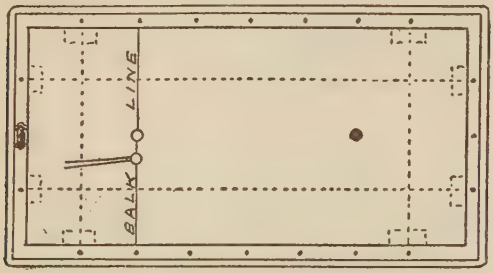
The American game of billiards, strictly speaking, is a four-ball game, and was formerly played on a table with four corner pockets. The two red balls, light and dark, were placed each on its own spot, and each player had a white ball, one being the "spot" white. As originally played, the counts were three and two for each shot, off the red and off the white, as in the English game, and the game was 100 points. The room-keepers gradually introduced the habit of counting each shot as one when the pockets were done away with, and reduced the string to 34 buttons, which is the reason the standard game to-day in many places is still 34 points.

The four-ball game has, however, entirely gone out of fashion, and since the 70's Americans have adopted the French carom game, which is played with three balls only, on a table with no pockets.

French Caroms

The table used for championships and match play is ten feet by five; the " room-size " table is nine feet by four and a half. The head of the table is the end with the maker's name upon it. The players string for the lead, by playing a ball with the cue from the head of the table to the cushion at the other end, so that it shall return to the head, the player whose balls stops nearer the head cushion having the choice to play first or not.

The red ball is spotted at the bottom of the table and the non-striker places his ball on the spot at the head of the table, on a mark which is placed at the middle of the balk line. The striker must then place his ball within six inches of the spotted ball, and within the balk line, and must play first on the red.



American Table, for French Carom Game.

The diagram shows the table ready for the opening stroke. The object of the game is to drive the player's ball with the point of the cue so that it shall strike both the other balls, either together, one after the other, or with the intervention of a cushion. It does not matter

which ball is struck first, after the opening shot, or whether one or both balls are struck more than once, so that the cue ball strikes or is struck by both the others. Every time such a stroke is made, it counts one point toward game. If both balls are missed it counts one point for the non-striker. A number of shots in succession is called a break, or run. Push shots are barred. When the balls are " frozen " they must be respotted.

Each player has his own cue, and these cues vary in weight from fourteen to twenty-two ounces, eighteen being about the average. The length of the cue should be from the floor to the player's chin.

If the red ball is at any time forced off the table, it must be replaced on its own spot, or on the middle spot if the top spot is occupied. If the white ball is forced off the table and it is the striker's ball, it is placed on the spot at the head of the table. If he made the carom before the ball jumped off the table, the count is good, and he plays from the spot. If not, the non-striker plays. If the non-striker's ball is forced off the table, it is put on the spot at the head of the table.

Balk-Line Billiards

In order to render the game more difficult and to prevent large breaks being made with the assistance of the cushion, or " rail nurse," chalk lines are drawn, at an agreed distance from the rail, all round the table, and the players are forbidden to make more than one or two caroms within any space contained between the lines and the cushions, without driving one of the balls out of that space.

The dotted lines, on the diagram of the American Table, show the position of the chalk lines for balk-line

billiards. The distance of these lines from the cushion is matter of agreement, and the game takes its name from this distance, so that we have ten-inch, twelve-inch, fourteen-inch, or eighteen-inch balk-line. If two shots are allowed within a balk space, the game would be called, 18–2, for instance. If only one shot were allowed, it would be called 18–1.

Cushion Caroms

Another form of the game which is designed to increase the difficulties of ordinary billiards is called cushion caroms. In this it is agreed that the cue ball shall touch a certain number of cushions before completing the shot.

It does not matter whether these cushions are touched before reaching the first object ball, or between hitting the object ball and the carom ball, or partly one and partly the other.

Three-cushion caroms is a very popular game.

Bank-Shot Billiards

When it is agreed that the cue ball shall always strike a cushion before touching the object ball, the game is bank-shot billiards, not cushion caroms. How many cushions are struck afterward does not matter; but if the cue ball strikes an object ball before touching a cushion, the stroke is foul.

Man-of-War Game

Although played with four balls, this game differs from the old style American four-ball game, because it is for three players, each of whom has his own white ball, and

there is only one red ball on the table, which is spotted. At the beginning, one white ball is on the balk-line spot, the other is in the middle of the rail, tight against the cushion, at the bottom of the table. The first striker can play from any position behind the balk-line.

AMERICAN BILLIARD LAWS

Reprinted, by permission of The Brunswicke-Balke-Collender Co., from the official code, revised to January, 1926.

FOUL STROKES DEFINED

Certain general rules defining foul strokes govern all games of billiards. It is a foul, and no count can be made:

1. If a stroke is made except with the point of the cue.

2. If the cue is not withdrawn from the cue ball before the latter comes in contact with an object ball. (This relates to what is known as the "push shot.")

Playing from Inside the String

3. If, when in hand, the striker plays at a ball that is inside or on the string line or if, when in hand, he plays from any position not within the six-inch radius. No claim of foul, in either of these cases, can be made after the stroke. If the non-striker fails to warn the striker beforehand, the referee shall assume that the stroke was fair; and if the striker, having been warned, refuses to alter his play, unless he has meanwhile obtained from the referee a decision as to whether the ball was in or out, the referee shall assume that a foul was contemplated and perpetrated. A ball is outside the string when the point of contact with the table is outside the string line.

One Foot on the Floor

4. If, in the act of striking, the striker has not at least one foot touching the floor.

5. If the striker touches a ball while in motion; except in case of a ball which has come to a rest but which, without the fault of the striker, moves before he can check his stroke. In this case, the ball so moving, and all other balls affected by the stroke, shall be replaced, and the player shall repeat his shot.

Playing with the Wrong Ball

6. If the striker plays with the wrong ball; except that should the foul be not claimed until he has made a second stroke, both strokes are valid, and he may continue with the wrong ball, or have the positions of the two whites reversed, as he may choose. The incoming striker in case the balls have not been reversed, shall have the same his opponent's ball; should he play with his own ball, with-his opponent's ball should he play with his own ball, without changing its position, it is foul. A player who has just used the wrong ball without detection is debarred from claiming foul if his opponent should in his turn play with the other white ball. Should both white balls be forced off the table, and the wrong ball is used in the next stroke, it is fair. A clean miss while using the wrong ball involves the same penalty as when the right ball is used.

Touching Either a Cue Ball or an Object Ball

7. If the player touch the cue ball more than once, or hinder or accelerate it in any other way than by a legiti-

mate stroke of the cue; if he touch, hinder or accelerate an object ball except by the one stroke of the cue ball to which he is entitled. In case of a counting stroke, the foul, as above described, nullifies the count; and the incoming striker has the option to play on the balls as he finds them, or to have them replaced in position by the referee. The cue ball touched before all the balls are at rest, after a carom, nullifies that stroke; touched prematurely, or except with the point of the cue, after all the balls are at rest, affects the next stroke, and no count can be made.

Playing for Safety Debarred

8. Touching any ball in any way is a stroke, and a second touch is foul. In such case there shall be no playing for safety. Should a player touch a ball before he is ready to strike, and afterward touch his own or any other ball, his opponent has the option of playing on the balls as he finds them, or of having them replaced.

Balls Illegally Disturbed

9. If any ball be disturbed, hastened or hindered by anyone but himself or his representative, whether the balls are at rest while he is aiming or striking, in motion after he has struck, or at rest after he has struck, and pending his again taking aim, the striker shall have the option to play on the balls as he finds them, or to have them replaced. Should the disturbed ball be one on which he would seemingly have effected a count but for the interference, he shall have the option of repeating the stroke on balls replaced, or of being credited with a carom and allowed to play either as he finds the balls or in the posi-

tion they would have occupied, according to the judgment of the referee, had they not been disturbed.

As to "Frozen" Balls

10. It is foul if the striker plays directly upon any ball with which his own is in fixed contact. In case of such contact the striker shall have the option of playing directly upon the ball with which his own is not in contact; or he may, by a massé stroke, play away from the balls, and on the return of the cue ball effect a valid count, provided that in so doing the cue ball first hits the ball with which it was not previously in contact; or he may play to a cushion, and on the return of the cue ball may first hit either of the object balls; or he may have the balls spotted and play from the string, as in the opening stroke of the game.

In the various cushion carom games the option is to play to a cushion or spot the balls.

Things Forbidden

11. It is foul to place marks of any kind upon cloth or cushions as a guide to play; to practise the string shot for lead, as the balls, up to the moment of banking, shall not be hit by either player, and after banking shall not again be hit until the opening stroke is made. It is foul if the striker, in making a shot, is assisted in any way by any other person, except that the marker or referee may, at his request, hand him the bridge or the long cue, or move or hold aside the gas fixture.

12. It is a foul, and the striker cannot count on the ensuing shot, if a ball in play is lifted from the table, except in those cases in which it is provided that, because

of foul or irregular strokes, the balls shall be transposed or replaced. In case a fly, or bit of chalk, or any other substance is attached to a ball, it may be removed, on request, by the referee or marker; but if it is at the base of the ball, or on the cloth where it cannot be seen, the referee must assume that it is not there, and the striker must play on and uncover the obstruction so that it may be gotten at without lifting the ball.

Limit to Deliberate Safety Play

13. Persistent playing for safety is not permitted. It is optional with the non-striker, should his opponent make a miss in each one of three successive innings, to accept the third miss, or to reject it and require his opponent to hit at least one object ball; and for this purpose the cue ball shall be replaced by the referee. Should two balls be hit by this stroke there shall be no count.

14. Should a foul not be claimed until after the striker has made a second stroke, both strokes are valid; neither can a claim of "no count" be enforced after a second stroke has been made.

THREE-BALL CAROM GAME

Rule 1. The Three-Ball Carom Game is played with two white balls and one red ball.

Stringing for Lead

2. The lead and choice of balls are determined by stringing or banking; and the player whose ball stops nearest the cushion at the head of the table has the choice of the two white balls, and has the option of leading or requiring his opponent to lead.

Should the two white balls come in contact when stringing for lead, the player whose ball is clearly out of its true course, or whose ball strikes the red ball when on its proper spot, forfeits the lead. When the contact of the balls is equally the fault of both players, or when the balls come to rest at an equal distance from the head cushion, the players shall string again.

In the opening shot, or whenever the balls are spotted after a "freeze," the striker is in hand.

The Opening Shot

3. The red ball is placed on the spot at the foot of the table, and the white ball of the player not in hand, as already determined by the bank, is placed on the spot at the head of the table.

The player leading must place his ball inside the string and within six inches to the right or left of the other white ball; and must strike the red ball first in order to effect a count. On any other than the opening shot, and excepting when the balls are for any reason spotted, the striker may play upon either ball.

4. A carom counts one, and consists in hitting both object balls with the cue ball. Failure to hit either of the object balls constitutes a miss, and counts one for the opposing player. In a "discount" game a point so forfeited shall not be deducted from the score of the player giving odds.

Balls Jumped Off the Table

5. When a player's ball jumps from the table after counting, the stroke counts, the ball is placed on its proper spot, and the striker plays from the spot upon either object

ball. The cue ball, when forced off the table by either a counting, or non-counting, stroke, is to be placed on the string spot if vacant; if the string spot is occupied the ball is placed on the red spot, and if both the other spots are occupied the ball is placed on the centre spot.

The non-striker's ball, when forced off, belongs on the string spot, or if this is occupied, on the red ball spot, or, if both these spots are occupied, on the centre spot. When forced off the table, the red ball, if its own spot be occupied, goes first to the white spot, or, if that spot be occupied, to the centre spot.

Should both white balls be forced off by a non-counting stroke, the ball of the incoming striker shall go on the white spot, and the other white ball on the red spot, or, if that is occupied, on the centre spot; and the incoming striker may play upon any ball. In such case, should a player pick up and play with the wrong ball, the stroke is valid and he counts whatever is made; but at the conclusion of the run the white balls should be reversed in position.

Strokes on Which No Count Can Be Made

6. If in the act of playing the player disturbs any ball other than his own, he cannot make a counting stroke, and cannot play for safety. Should he disturb a ball after having played a counting stroke, the count is void, his hand is out and the ball so disturbed is replaced. Should he touch his own ball previous to playing it is foul, his opponent scores one as for a miss, and the player cannot play for safety.

7. If the balls are disturbed by any agency other than the player himself, they must be replaced and the player allowed to proceed.

8. If, after having touched his ball, the striker commits a foul by giving a second touch, the balls remain where they stop, or are replaced in their previous positions as nearly as possible, at the option of his opponent.

9. When the cue ball is in contact with another ("frozen" is the common term) the player may exercise either of the options specified in Rule 10, Foul Strokes Defined.

10. When the cue ball is very near another, the player shall warn his opponent that they do not touch, and give him time to satisfy himself on that point.

The "Crotch" Barred

11. The object balls shall be considered crotched whenever the centres of both lie within a 4½ inch square at either corner of the table, and when so crotched, but three counts are allowed unless one or both object balls be forced out of the crotch. In case of failure the player's hand is out and his opponent plays with the balls as he finds them.

Duties of the Referee

12. The referee has no voice except when appealed to by the players, who are the only persons authorized to appeal to him.

13. It is the duty of the referee to see that the points made by each contestant are properly scored. In order that this duty may be performed play must be suspended until points due have been marked up.

14. It is essential that the referee be at all times in a position to see and decide all disputed points, and for this purpose he should be close to the balls when every shot is played.

Special Balk-Line Rules

1. The object balls are in balk whenever both have stopped within any one of the balk spaces. In such case the marker shall call "in," and when one or both object balls shall be driven out of a balk space, the marker shall call "out."

2. A ball on the line is a ball in balk. A ball is on the line only when its centre or point of contact with the table touches this line.

3. When two object balls are on the same line, the striker shall have the option to determine in which balk they are to be called, and must then govern his play accordingly.

Playing In and Out of Balk

4. But two shots are allowed when two objects balls are within the same balk space; and unless on the second shot at least one of the object balls is driven out of balk, this shot is void, the player's hand is out, and the incoming striker plays upon the balls as he finds them. If, on the second shot, the ball driven out returns to the same balk space, the rule applies as though it were in balk for the first time, and the player may continue in this way, sending a ball out and back, without further restriction under this rule.

Option as to "Frozen" Balls

5. When the cue ball is in contact with an object ball ("frozen") the striker may exercise either of the options specified in Rule 10, Foul Strokes Defined.

Balls "In Anchor"

6. The object balls shall be considered as "In anchor" when the centres of both balls lie within a space 3½ inches in width and 7 inches in length, defined on one side by the cushion and on the other three sides by lines marked with chalk, and of which space the balk-line, wherever it intersects a cushion, shall be the centre from left to right. When the balls are so "anchored" the striker may have two consecutive shots, but should he fail, on the second shot, to force one or more of the object balls outside the "anchor" space, the second shot is void, and the incoming striker plays on the balls as he finds them. A ball driven out of and returning inside an "anchor" space is considered the same as "in" for the first time.

CUSHION CAROM GAME

In the Cushion Carom Game the general rules of the three-ball game apply as to balls, spots, stringing for lead, playing from radius, ball forced off the table, foul strokes, penalty for miss, playing for safety, etc. The specific rules governing Cushion Caroms are as follows:

1. A counting stroke is complete when the cue ball has touched one or more cushions before effecting a carom, or when the cue ball, after striking one object ball, touches one or more cushions before striking the second object ball.

2. In case of doubt whether the cue ball has touched a cushion before striking an object ball, the decision of the referee must be against the striker.

3. Each cushion carom counts one for the striker. A miss of both object balls counts one for the non-striker.

When Balls Are "Frozen"

4. When the cue ball is in contact with ("frozen" to) an object ball, the striker may play to a cushion from the ball with which the cue ball is not in contact, or he may play direct to a cushion; or he may have the balls spotted as at the opening of the game.

5. When the cue ball rests against a cushion, the striker cannot play directly at that cushion, but must touch at least one other cushion before completing a valid carom.

THREE-CUSHION CAROM BILLIARDS

As adopted by the National Championship Three-Cushion Billiard Legue October 10, 1922.

1. The game of Three-Cushion Caroms is governed by the general rules of billiards when not conflicting with the following rules:

2. A valid three-cushion carom is effected by making the cue ball touch three cushions before striking the second object ball.

3. Three cushions means three impacts.

4. The number of cushions required does not mean three different.

5. A count may be executed on one cushion.

6. Each carom counts one.

7. When the cue ball rests against a cushion the

striker can play directly at that cushion but that shall not count as an impact.

8. In case of a freeze the striker has the option of playing away from the ball with which the cue ball is in contact or having the balls spotted as at the opening of the game.

PLAYING FOR DELIBERATE SAFETY

9. Playing deliberately for safety a striker must make the cue ball strike an object ball and then touch a cushion, or force the object ball against a cushion. Failure to do so will cause one point to be deducted from his score.

10. Only one deliberate safety play allowed without penalty.

11. After having once played for safety, the striker must play to count, or forfeit one point off his score for each additional consecutive safety.

12. For a deliberate safety miss a striker shall forfeit one point off his score. This too will count as safety play number one, meaning that subsequent consecutive safety shots must be penalized as provided for in rule eleven.

13. In case an object ball is frozen to a cushion, this cushion does not count except for the cue ball.

14. The cue ball may be driven from said object ball to the cushion upon which the object ball rests. Or the object ball to create a legal safety must be driven to another, a different cushion. That is, in this case

a second impact of the object ball on the cushion to which it is frozen will not be valid.

15. There shall be no penalties for misses; providing, however, the strokes are made with apparent honest intent.

16. Each and every penalty involving a forfeiture is to be deducted from the player's score if and when a score is made.

SHOOTING WITH THE WRONG BALL

17. If a player shoots with the wrong ball, the stroke is foul and such foul can be called at any time during a run, but the striker shall be entitled to all points made previous to the stroke in which he is detected and shall be penalized a safety.

18. The incoming player shall have the option of playing with the balls as he finds them or of having the positions of the cue balls reversed. He must, however, begin his inning with his own ball.

INSTRUCTIONS FOR REFEREE

19. The referee shall call all fouls and safeties.

20. The referee must be familiar with the intricacies of the three-cushion game.

21. He must not tolerate dilatory tactics.

22. The referee shall have absolute control of all games over which he presides. He must call all counts, fouls, penalties, freezes and decide all points without awaiting any appeal, except that in rule 17 he shall not

call fouls or notify player or give decisions until appealed to. He is to protect the interests of both players. This, however, does not disbar a player from calling his attention to a palpable mistake or apparent oversight. His decisions when rendered shall be final in all cases and there shall be no appeal therefrom.

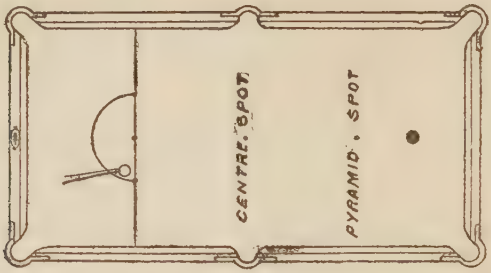
In the event of the balls becoming manifestly imperfect, out of true, cracked or damaged, or if the cloth, table or equipment become defective, while in use during a game, the referee shall, upon his attention being called to such defect, stop the game and exchang balls for another set, or have any other defects in the equipment made good.

ENGLISH BILLIARDS

ENGLISH billiards is played upon a table twelve feet by six, with six pockets in it. Strange to say, there is no smaller size used in public rooms, as is the custom in America. The balls are only $2\frac{1}{16}$ in diameter, and the cues average a lighter weight than the American.

The red ball is spotted $12\frac{3}{4}$ inches from the bottom of the table, and the player whose balls is in hands must spot it within the " D " at the head of the table, to play his opening shot, or to continue a break after making a losing hazard. The D is $11\frac{1}{2}$ inches radius. If the non-striker's ball is also in hands, it is not placed upon the table until his turn comes to play. This is the arrange-

ment of the table with the striker's ball in place for the first shot—



English Billiard Table.

The players string for the choice, to play first or not. As a rule, the winner lets his adversary play first, so as to get all the balls on the table for his own shot. The first player usually lays his ball safe, against the cushion, halfway between the side pocket and the balk line; but it must be driven out of balk, even if it returns within the balk line again.

There are two ways to score, called cannons and hazards. To cannon is to make a carom by hitting both the object balls with the cue ball. A hazard is going into one of the pockets. All pockets are alike, but if it is the object ball that goes in it is a winning hazard; if it is the cue ball, it is a losing hazard.

When the red ball is driven into a pocket, it is replaced on its own spot, or, if that is occupied, upon the pyramid spot. If that is also occupied, it must be placed on the centre spot. If the cue ball falls into a pocket, it must be played from the D, for the next shot. If the non-striker's ball goes into a pocket, it is in hands, and

stays off the table until it comes to his turn to play, when it is played from the D.

If a ball is forced off the table, the stroke is foul. The other player then has the choice to play as the balls lie, or to spot the red and play, or ask his adversary to play, just as at the beginning of the game.

All cannons and white hazards count two points each; red hazards, winning or losing, three points each. A red losing hazard is one in which the cue ball first strikes the red ball and afterward goes into a pocket, whether it makes a cannon in between or not. If the cue ball strikes the white ball, then the red, and then goes into a pocket, the hazard is a white hazard, and the shot counts four only. It is possible to make ten on one shot by playing on the red, making a carom and driving all three balls into pockets.

Push shots are barred. It is a push if the cue is still in contact with the cue ball when it strikes the object ball. If a player makes two winning hazards in succession off the red while it is on the spot, the red goes to the centre spot for the next stroke.

If the balls are "frozen"; that is, if the cue ball is touching an object ball, the red ball must be spotted, the non-striker's ball must be placed on the centre spot, and the player must play from the D. If the non-striker's ball is in hands when the cue ball is frozen to the red, only the red ball is spotted, the player playing from the D.

If a player runs his ball into a pocket or forces it off the table without touching any other ball, it is a "coup" and costs him three points, which his adversary adds to his score. If any but the cue ball is forced off the table by a stroke, the non-striker scores two points. If the striker makes a miss, it counts one point to the non-striker.

ENGLISH BILLIARD LAWS

The following are the laws with regard to foul strokes and penalties. The remedy in each case is, that the non-striker may have the balls replaced and direct that the stroke be played again, or may follow on from the position in which the balls are left, or may break the balls himself, or direct his opponent to do so.

If the striker push his ball, or strike it more than once, he cannot score. If one or both the object balls have been disturbed by a push, the non-striker chooses his remedy, as above.

If a player plays out of turn, he cannot score, and his opponent may have any ball that has been disturbed replaced, and choose his remedy, as above.

The striker cannot score on a stroke made with both feet off the floor. The non-striker may have the balls replaced, and choose his remedy, as above.

If the striker plays while any ball is still in motion, or while the red is off the table, or on the wrong spot, he cannot score, and his adversary has his choice of remedy, as above.

If a player plays with the wrong ball, he cannot score from the last stroke made. If he has played with the red ball as a cue ball, the game is forfeited. If with his opponent's ball, the opponent has the choice of remedy, as above. If, after having played with the wrong ball, the striker discovers his error and plays with the right ball before the foul is claimed, his opponent has no remedy.

If the striker, after striking a ball with the cue ball, forces any ball off the table, he cannot score, and his opponent can either follow on, or break, or direct his opponent to break the balls.

If a player in hand and playing from the D, shall cause his ball to strike a ball in balk, without having previously struck a ball or cushion out of balk, he cannot score, and his opponent shall have the choice of remedies, as above.

BLIND HOOKEY

Dutch Bank, or Little Packets

This is a banking game played with a full pack of fifty-two cards, which rank from the ace and king down to the deuce. It is used extensively by card sharpers for fleecing the unwary.

The privilege of being the banker is sold to the highest bidder, or drawn for. Any number can play against the bank, and there are several methods of arranging the preliminaries.

The cards, being thoroughly shuffled, are cut into three packets, which remain on the table, face down. The players put their money on any two of these packets they please, but they cannot bet on all three, as the third packet belongs to the banker.

Another method is to allow each of the players to cut off a portion of the pack in turn, not less than four cards being lifted at any one time. The cards left belong to the dealer.

Sometimes, instead of allowing the dealer to take the bottom of the pack, it is laid aside and one of the players selects one of the packets already cut, and pushes it toward the dealer for his packet.

Still another method is to cut the packet into one more than the number of packets than there are players. and

to let the players bet on all the packets but one, the last packet left without a bet upon it being pushed to the dealer as his. This is the same thing, apparently, as selecting a pack for the dealer in the first place; but it is not so much the selection of one player as the first method.

Bets may be made by the players on the packets they have cut for themselves, or any other packet, but not on the dealer's. After all the bets are down all the packets are turned face up, so as to show the bottom card on each. This card decides the result. If the banker's card is higher than that on any packet, or if it is a tie, the banker wins all the money bet on that card. If the banker's card is lower, he pays all the bets made on that packet. His advantage is in winning all ties.

BOSTON

FOUR players, each for himself. Two packs of fifty-two cards each, used alternately; one for dealing, the other to determine the trump suit. While each deal is practically a game in itself, it is usual to call twelve deals a game, in case there are other candidates for play waiting to enter the table.

The players must be supplied with red and white counters, one red being equal to ten whites. At the beginning, a pool is formed by each player putting up a red counter.

The cards rank: A K Q J 10 9 8 7 6 5 4 3 2. In cutting, the ace is low. The lowest cut deals and gives to each player, beginning on the left, thirteen cards, 4–4–5 at a time. While the cards of one pack are dealing, the player opposite the dealer cuts the still pack and turns up the top card of the cut for a trump. Neither pack

must be shuffled after the first deal, but simply cut, so as to get good hands to bid on.

The trump suit is first preference, and the suit of the same color is second preference. The others are "plain suits" for that deal.

Each player, beginning on the dealer's left, examines his cards and either makes a bid or passes. If anyone thinks he can make five tricks against the three other players, naming his own trump suit, without any regard to the turn-up, he bids "boston." Another may overbid him by saying, "in color," meaning that he will make five tricks with a trump of the same color as the turn-up. Another may outbid this by saying, "preference," meaning that he will keep the turn-up suit for the trump and make five tricks. The others must then pass, or bid to take a greater number of tricks, bids of equal number of tricks outranking one another by preferences in the color and in the trump suit as before. Eight tricks in color will outbid simple eight tricks.

In addition to the bids to take tricks, there are bids to take no tricks at all, provided there is no trump at all. These are called miseries, and they may be played with the cards of the bidder held up, or they may be played as "spreads," in which case his cards are laid face up on the table, but cannot be called by the adversaries. The bidder can play them how he pleases, so that he follows suit when able to do so. The moment the bidder of a misery takes a trick, his game is lost.

In a little misery, each player discards one card, face down, before play begins. In grand misery, the whole thirteen cards are played without discarding. In a little spread, after one card has been discarded by each of the players, the bidder's cards are laid face up on the table. The other players hold their cards up, and are not al-

lowed to consult. In a grand spread, the bidder's thirteen cards are all exposed.

There are thirteen varieties of bids, which outrank one another as follows—

1. Boston, five tricks.
2. Six tricks.
3. Seven tricks.
4. Little misery.
5. Eight tricks.
6. Nine tricks.
7. Grand misery.
8. Ten tricks.
9. Eleven tricks.
10. Little spread.
11. Twelve tricks.
12. Grand spread.
13. Slam, thirteen tricks.

If no one bids, there are two ways to play. To pass the deal, each player putting a red chip in the pool; or to play what is called a general misery. In this there are no trumps, and the object of each player is to avoid taking tricks. The one who is found to have taken in the greatest number of tricks at the end of the hand, pays all the others for the difference between his tricks and theirs in red counters. This player's total loss will always be found to equal three times the number of tricks he has taken, minus the number he has not taken. If he has taken 6, his loss will be 11, found by the calculation, $6 \times 3 = 18, -7 = 11$. If two players tie for high score, they calculate in the same way, but pay half only. If three tie, they each pay the fourth man a red chip.

A player who passes without making a bid, cannot come into the bidding again except to offer a misery, and then only if it outranks any previous bid.

No matter who is the successful bidder, or "caller," the eldest hand always leads for the first trick. Each player in turn must follow suit if he can, and the winner of the trick leads for the next trick. In America, the

hands are abandoned as soon as the caller makes good his bid, because there are no payments for "over-tricks."

When a caller makes what he bids, or more, he is paid in white counters by each of the others at the table. As originally played, the table of payments in boston was very complicated and impossible to remember; because it provided for payments for "over-tricks," the idea of which was that any player bidding seven tricks and winning eight should be paid for the extra trick.

The American system does away with this, so as to make the players bid the full value of their hands, and also to simplify the matter of remembering the payments. The caller, if successful, is paid according to the following table—

Tricks bid;	5	6	7	8	9	10	11	12	13
White chips;	10	15	20	25	35	45	65	105	170

When a caller fails to take as many tricks as he bids, he must pay in proportion to the magnitude of his failure. If he bids "boston" and takes four tricks only, he is said to be "put in for" one trick. When a player is "put in" he pays to each of the others at the table according to the following table, which is the old table of payments reduced to the decimal system, so as to agree with American currency, for convenience in settling—

Tricks bid.	Number of tricks bidder is "put in for."												
	1	2	3	4	5	6	7	8	9	10	11	12	13
Five	10	20	30	40	50								
Six	15	25	35	45	55	65							
Seven	20	30	40	50	60	70	80						
Eight	25	35	45	55	70	85	100	115					
Nine	35	45	55	65	80	95	110	125	140				
Ten	45	55	70	80	95	110	125	140	155	170			
Eleven	70	80	95	110	125	140	155	170	185	200	220		
Twelve	120	130	145	160	180	200	220	240	260	280	300	320	
Thirteen	180	200	220	240	260	280	300	320	340	360	390	420	450

The winnings or losses on miseries and spreads are as follows—

Little misery.....	20 white counters.
Grand misery.....	40 white counters.
Little spread.....	80 white counters.
Grand spread.....	160 white counters.

If one of these calls is lost, the caller must pay the amount stated to each of his adversaries.

Any player making a bid of seven tricks or better takes the pool if he succeeds. If he fails, he must not only pay for the tricks he is put in for, but must double the amount that was in the pool when he made his call. Bids of less than seven tricks do not win the pool unless the adversaries insist on playing the hand out. To save the pool from being won on a small bid, the adversaries can offer to pay before playing to the second trick; but this offer to pay must be agreed to by all three. The usual formula is for the winner of the first trick, if an adversary of the caller, or the one who will be the first to play to the second trick, if the caller wins the first, to say, "I will pay." The others either say, "Agreed," or simply throw up their cards. If one of them says, "I will play it" the others must abide by his decision. An offer to pay a bid of seven tricks must be accepted by the caller.

When a pool is won, a new one is formed by equal contributions of one red counter from each player. The pool is augmented by each successive dealer putting in a red chip, and by penalties, such as one red for a misdeal, four for a revoke, or for not having the right number of cards.

Should the pool grow to exceed twenty-five red counters, it is usual to set aside the excess as the foundation for another pool, so that no player should win a pool of more than twenty-five red chips on any one hand. If there is

anything in the pool when the game ends, it must be divided among the players.

If the caller revokes, he is " put in for " one trick, and pays as if he had failed by one trick to make good. If any adversary of the caller revokes, each must pay the bidder what he called and the hand is thrown up. The individual player who makes the revoke then pays four red counters into the pool as penalty.

Penalties

A misdeal does not lose the deal. The misdealer deals again, and with the same pack, after the players have sorted their hands into suits.

There is no penalty for bidding out of turn, as the player whose turn it was can still bid his hand.

If an adversary calls attention to the number of tricks the caller has already taken in, or makes any remark calculated to draw his partners' attention to the necessity of winning a trick, the caller can demand that the highest or lowest of the suit shall be played to that uncompleted portion of the trick, or that the adversaries shall trump or shall not trump it.

If an opponent of the caller renounces, but discovers his mistake before the trick is turned and quitted, he may take back the card played in error. The caller may ask him to play the highest or lowest he has of the suit in which he has renounced, or he may call the card played in error an exposed card, and to be left on the table, liable to be called.

If the caller revokes, and discovers his mistake in time, he is not liable to any penalty unless one of his opponents has led for the next trick. Under such circumstances, the card played in error must be left on the table, and is

liable to be called. If the player revokes and does not discover it in time to remedy it, he is put in for one trick, and doubles the pool, besides adding four red chips as penalty.

Sometimes there is no four red chips penalty exacted, and sometimes the payment of these four red chips takes the place of doubling the pool, which is considered the fairest way, as the doubling of the pool is a very irregular amount.

When an adversary of the caller revokes, the hand is abandoned and the call must be paid, with three over-tricks as penalty; but the call and penalty together must not exceed thirteen tricks. The individual player in error then puts four red counters into the pool as penalty.

In a general misery, if a player revokes, he pays each of the others five red counters, puts four into the pool, and the hand is abandoned.

If an adversary leads out of turn, the caller can demand any suit to be led by the player whose turn it was to lead.

If the call is little misery, and one opponent leads before all the others have discarded, the caller can abandon the hand and claim his game as won. A lead out of turn or an exposed card by an adversary of a misery call, loses the game at once. In all such cases, the player in error forfeits four red counters to the next pool. In a general misery, there is no penalty for exposed cards or for leads out of turn, as there are no partners.

Boston de Fontainebleau

This game differs from boston chiefly in the rank of the bids and the value of the payments, and in having no "preference" suit. There is also an additional call, "piccolissimo," to win one trick, neither more nor less,

after having discarded one card, there being no trumps. The calls rank as follows—

1. Boston, five tricks.
2. Six tricks.
3. Little misery.
4. Seven tricks.
5. Piccolissimo.
6. Eight tricks.
7. Grand misery.
8. Nine tricks.
9. Little spread.
10. Ten tricks.
11. Grand spread.
12. Eleven tricks.
13. Twelve tricks.
14. Thirteen tricks.
15. Spread slam.

The following table shows the amounts that are won or lost on each call. Unlike boston, the payments are the same whether the player wins or loses, and all over-tricks or under-tricks are paid for at the same rate, five white counters each—

	No trump.	The trump being			Extra tricks.
		♣ ♠	♡	◇	
Boston, five tricks		10	20	30	5
Six tricks		30	40	50	5
Little Misère	75				
Seven tricks		50	60	70	5
Piccolissimo	100				
Eight tricks		70	80	90	5
Grand misère	150				
Nine tricks		90	100	110	5
Little spread	200				
Ten tricks		110	120	130	5
Grand spread	250				
Eleven tricks		130	140	150	5
Twelve tricks		150	160	170	5
Slam, thirteen tricks		400	450	500	
Spread slam		600	700	800	

In America, the last two items are usually reduced—

	No trump.	The trump being		
		♠ ♣	♡	◇
Slam, thirteen tricks....	.....	250	300	350
Spread slam.....	.....	350	400	450

A player having once passed cannot come into the bidding again, and a player having made a bid cannot increase it unless he is overcalled in the meantime. The suits must be named in bidding, their rank being diamonds first, then hearts, clubs and spades.

The successful bidder, before playing, may call for a partner, but no one is obliged to accept him. If anyone does accept, he undertakes that the partnership shall make three more tricks than the original call. If A has bid six in hearts, and asks for a partner, if he is accepted, they must make nine in hearts, or they lose the call.

A general misery gives the pool to the player who takes the least number of tricks. Ties divide it. No other payments.

The pool is made up by contributions from the dealers, each of whom in turn puts up five red counters. Payments made for penalties add to this pool and there is no limit to its size.

Any call that is successful takes the pool with it; but if the call is unsuccessful, the caller pays into the pool the same amount that he pays to each of his adversaries. If the call is a partnership and succeeds, the partners divide the pool equally, regardless of the number of tricks each may have won. If it fails each pays one adversary and then each pays half that amount into the pool. If

the adversaries agree to pay before playing to the second trick, they cannot save the pool, but only possible over-tricks.

In the old game it was the custom to count honors, but that is rarely done in America now. If the call was a trump suit, and the caller had four honors, A K Q J, of trumps, he scored them as four over-tricks. If he had three out of the four, he scored them as two over-tricks. If the call was a partnership, and the partners had the honors between them, they scored them as over-tricks; but the honors never counted for the adversaries of the call, no matter how many they had. No one could bid on honors, as all bids must take the number of actual tricks named.

French Boston

This is the variety of boston which is commonly played in France. The cards are thrown round face upward, and the player to whom the jack of diamonds falls deals the first hand. As in all French games, the cards are dealt from right to left. The game is forty deals, and the dealer puts into the pool ten counters for each deal except the last eight. For these he must put in twenty.

The suit which is turned up for the first deal is called "belle" for the whole forty deals of the game. The suit which is turned on each subsequent deal is called "petite," for that deal only, however. These are not the same as first and second preference in the American game; because the suits have a permanent rank; hearts, diamonds, clubs and spades.

The jack of diamonds is always the best trump, unless diamonds are turned up, in which case the jack of hearts becomes the best trump, and the jack of diamonds takes its natural place between the queen and ten.

If the successful bidder asks for a partner, he must do so in belle or in petite, and the two must make eight tricks. If he is not accepted, he must make five alone. If he does not ask for a partner, he must make six, eight, or nine tricks, as there is no solo bid of seven.

This is the table of payments—

The Bid.	♠	♣	◇	♡
Five tricks alone, or partners' 8.	4	8	12	16
Three honors	3	6	9	12
Four honors	4	8	12	16
Each extra trick	1	2	3	4
Six tricks, or petite independence.	6	12	18	24
Three honors	4	8	12	16
Four honors	6	12	18	24
Each extra trick	2	4	6	8
Eight tricks, or grand independence.	8	16	24	32
Three honors	6	12	18	24
Four honors	8	16	24	32
Each extra trick	4	8	12	16
Petite misère	16	32	48	64
Grand misère	32	64	96	128
Misère de quatre as	32	64	96	128
Misère sur table	64	128	192	256
Slam à deux (partners)	50	100	150	200
Slam seul (alone)	100	200	300	400
Slam sur table	200	400	600	800

The rank of the various bids, beginning with the lowest, is as follows—

Five tricks; or eight with a partner, in petite.
Five tricks; or eight with a partner, in belle.
Six tricks solo, in any suit.
Little misère.
Eight tricks solo in any suit.
Grand misère.
Misère with four aces.
Nine tricks in any suit.
Nine tricks in petite.
Nine tricks in belle.
Little spread.
Grand spread.

In addition to these payments, the holder of the jack of diamonds, except in miseries, is paid two counters by each of the others. During the last eight deals he is paid double.

When misery with four aces is played, the bidder may renounce at pleasure for the first ten tricks.

Russian Boston

In this variation, all the declarations and payments are the same as in Fontainebleau. After the trump suit is named, if any player has not a trump in his hand, he announces chicane before playing, and is paid ten counters by each of the others.

If a player bids six, seven, or even eight tricks, he must say that he is playing solo, or another player may offer to join him in order to make four tricks more than the bid.

Honors are paid for as over-tricks, as described in connection with Fontainebleau.

BOWLING

Or Ten Pins

The standard alley is 64 feet long from the foul line to the end, and 3½ feet wide. The largest size ball allowed is 27 inches in circumference. The pins are 15 inches in circumference at the widest part, and 15 or 16 inches high. Their base is 2¼ inches diameter, and they are spotted in the form of a triangle, whose sides are 3 feet each, so that it is impossible for the standard ball to pass between two of them without knocking down one, or both. The pin nearest the player is called the head pin, and is the apex of the triangle.

The object of the game is to knock down as many pins as possible with as few balls as possible, by rolling the balls along the alley.

Each player is allowed ten "frames" or innings, in each of which he is allowed two balls only. Having rolled two balls, the pins are set up again.

If he knocks down all the pins with his first ball it is called a "strike," and is marked on the score sheet with a cross. If he knocks them all down with his two balls, it is called a "spare" and is marked with a diagonal line. If he fails to knock down all the pins in two balls, it is called a "break" and is marked with a horizontal line.

Although only two balls are actually bowled in any frame, the player gets credit for what he makes on three successive balls, provided he makes either a strike or a spare. If his first ball is a strike, that ends the frame, and a X is placed opposite his name on the score sheet.

When he goes in for his next frame, whatever he gets on the two balls counts back on his strike as well as on his second frame. Should he succeed in making a spare on his second frame, the 10 pins knocked down with the two balls would count as added to the 10 he made on his first ball in the first frame, making that frame worth 20.

When he comes to his third frame, he is rolling on a spare, and whatever he makes on his first ball will count back on his spare as well as on his third frame, because he is entitled to count all he makes on three consecutive balls, only two of which were used to knock down the 10 pins of his spare. Suppose he gets 7 pins on his first ball; that will make his second frame worth 17, which, added to the 20 on his first frame, will bring his total score up to 37. If he gets only one more pin on his second ball, it is a break, and he will get only 8 for the whole frame, with no third ball to count double on the next frame, as he has neither strike nor spare. Suppose that on the fourth frame he made a strike; his score would then have this appearance—

Frames—	1	2	3	4	5	6	7	8	9	10	Total
Jones,	× 29	/ 37	— 45	×							

If the tenth frame is a strike or a spare, extra balls are rolled to make up the three. The highest possible score is 300, but anything from 170 to 200 is good playing.

The following laws are copied by permission of The Brunswicke-Balke-Collender Company.

BOWLING-ALLEY LAWS

Rules and Regulations Governing American Ten Pins

Revised to March 19-21, 1925. *In effect July* 1, 1925.

The alleys upon which the game shall be played shall not be less than 41 nor more than 42 inches in width. The length from the center of No. 1 pin spot to the foul line shall be 60 feet. Back of the foul line there shall be a clear run of not less than 15 feet. The pin spots shall be clearly and distinctly described on or imbedded in the alleys and shall be so placed 12 inches apart from center to center. They shall be 2¼ inches in diameter. The pin spots numbered 7, 8, 9 and 10 shall be placed three inches from the pit edge of the alleys, measuring from the edge to the center of such pin spots.

The pins shall be spotted on the pin spots placed upon the alleys according to the following diagram, and the pins and spots shall be known by the numbers as follows:



The pins shall be of the following design and measurements: Fifteen inches in height, 2¼ inches in diameter at their base, 15 inches in circumference at a point 4½ inches from their base, 11⅝ inches in circumference at a point 7¼ inches from their base, 5¼ inches in circumference at the neck, a point 10 inches from the base; 8 inches in circumference at the head, a point 13½ inches

from the base. The taper from point to point shall be gradual, so that all lines shall have a graceful curve.

The balls shall not in any case exceed 27 inches in circumference nor exceed sixteen pounds in weight. Any sized ball of less circumference or weight may be used.

In delivering the ball the player must not permit any part of his foot, while any portion thereof is in contact with the alleys, to rest or extend on, over or beyond the foul line, nor shall any part of his person be permitted to come in contact with any part of the alleys beyond the foul line, at any time before the delivered ball shall have reached the pins. A ball delivered contrary to the provisions of this rule shall be a foul ball, and shall be so declared by the umpire immediately such ball so becomes foul.

No count shall be made on a foul ball, and any pins which are knocked down or displaced thereby shall be at once respotted. A foul ball shall count as a ball rolled against the player.

Pins which are knocked down or displaced by a ball which leaves the alley before reaching the pins, or from a ball rebounding from the rear cushions, do not count, and they shall be immediately respotted.

Every ball delivered, unless it be declared a dead ball by the umpire, shall be counted against the player.

Pins which are knocked down by another pin rebounding in the play from the side partition or rear cushion are counted as pins down.

Pins which are knocked down or displaced from any cause except by a fairly delivered ball, shall in all cases be respotted.

Should a player by mistake roll on the wrong alley, or out of his turn, or be interfered with in his play by another bowler or spectator, or should any of the pins at

which he is playing be displaced or knocked down in any manner before his delivered ball reaches the pins, or should his ball come in contact with any foreign obstacle on the alleys, then the ball so delivered by him shall be immediately declared a dead ball by the umpire, and such ball shall not count, and shall be immediately rerolled by the player after the cause for declaring such ball dead has been removed.

Pins which are knocked down by a fair ball, and which remain lying on the alley or in the gutters, are termed dead wood, and shall be removed before the next ball is rolled.

Should a standing pin fall by removing dead wood such pin or pins shall be at once respotted.

Should a pin be broken or otherwise badly damaged during the game, it shall be at once replaced by another as nearly uniform with the set in use as possible. The umpire shall in all such cases be the sole judge in the matter of replacing such pin or pins.

Cocked Hat

The game is played with a head pin and the right and left corner pins as shown in the following diagram:

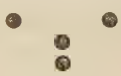


Balls not exceeding six inches must be bowled, and they must be rolled down the alley (not cast or thrown). The rules of American Ten Pins except in St. Louis, where there is a special association with local rules, gen-

erally govern this game also, with the exception of three balls instead of two to the frame, but strikes and spares count three instead of ten, and each pin counts one as in Ten Pins. If the bowler knocks down three pins with the ball which is first bowled, in any frame in the game of Cocked Hat, it is a strike, and counts three, and is marked on the blackboard the same as in Ten Pins. What pins the bowler knocks down in the second frame with his first two balls must be reckoned as in Ten Pins, i. e., one for each pin bowled down, which pin or pins must be added to the strike and placed to the credit of the player in the inning where the strike was scored (the strike being computed as three); such strike must be added to pins knocked down with the two succeeding spare balls; thus, should the bowler score a strike, and should he in the next new frame knock down but one pin with his two spare balls, the strike and pin scored must be computed as 4—the strike 3 and the pin 1.

Poodles or balls rolled down the gutter are fair balls, and any pin or pins which they may get must be counted and placed to the credit of the bowler; dead wood is removed from the alley, and any pins knocked down through dead wood remaining on the alley cannot be placed to the credit of the bowler. The maximum number which can be bowled is 90.

Cocked Hat and Feather



Rule 1—The pins are spotted as above the center pin being the feather.

Rule 2—Ten innings constitute a game, and three

balls (not exceeding 6 inches in size) must be used in each inning.

Rule 3—All the pins except the feather have to be bowled down or the inning goes for naught.

Rule 4—If the feather is left standing alone, the innings count one.

Rule 5—There are no penalties. The dead wood must be removed. Any pins knocked down through dead wood remaining on the alley cannot be placed to the credit of the bowler.

Rule 6—The maximum is 10.

Nine Up and Nine Down

THE PINS ARE SET UP AS FOR AMERICAN TEN PINS

Rule 1—Three balls (not exceeding 6 inches in size) are bowled in each inning.

Rule 2—The player must knock down a single pin, which counts 1; then with two remaining balls he endeavors to leave one pin standing, which counts 1. Failure to do either the inning goes for nothing.

Rule 3—No penalties are attached. Dead wood must be removed. Any pins knocked down through the dead wood remaining on the alley cannot be placed to the credit of the player.

Rule 4—Ten innings constitute a game.

Rule 5—The maximum is 20.

Head Pin and Four Back



Rule 1—The pins are set up as above.

Rule 2—Three balls (not exceeding 6 inches in size) are allowed in each inning.

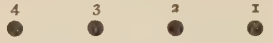
Rule 3—If the four back pins are bowled down and the head pin is left standing the score is 2. If all the pins are bowled down the score is 1.

Rule 4—There are no penalties. The dead wood must be removed. Any pins knocked down through the dead wood remaining on the alleys cannot be placed to the credit of the player.

Rule 5—Ten innings constitute a game.

Rule 6—The maximum is 20.

Four Back



Rule 1—The pins are spotted as above.

Rule 2—Three balls (not exceeding 6 inches in size) are allotted to each inning.

Rule 3—Each pin counts as spotted, and only one pin can be made at a time, if more than one pin is made with one ball it is termed a break, and the player loses that inning and scores nothing.

Rule 4—There are no penalties. The dead wood must be removed. Any pins knocked down through the dead wood remaining on the alley cannot be placed to the credit of the players.

Nine Pins



Rule 1—The pins are set as in the diagram.

Rule 2—Ten innings constitute a game.

Rule 3—Three balls (not exceeding 6 inches in size) are bowled.

Rule 4—One pin of the frame must be left standing, or the inning goes for nothing.

Rule 5—There are no penalties. The dead wood must be removed. Any pins knocked down through the dead wood remaining on the alley cannot be placed to the credit of the player.

Rule 6—The maximum is 10.

Five Back



The pins are set as shown in the diagram.

Rule 1—Three balls (not exceeding 6 inches in size) are bowled in each inning.

Rule 2—Should a left-handed bowler be bowling, the second quarter pin can be set up on the left quarter spot.

Rule 3—Strikes and spares count five each.

Rule 4—No penalties are attached. Dead wood must be removed. Any pins knocked down through dead wood remaining on the alley cannot be placed to the credit of the player.

Rule 5—Ten innings constitute a game.

Rule 6—The maximum is 150.

The Newport Game

THE PINS ARE SET UP THE SAME AS FOR THE GAME OF AMERICAN TEN PINS

Rule 1—Three balls (not exceeding 6 inches in size) are allowed in each inning.

Rule 2—Ten frames constitute a game. The object of the game is to bowl down an exact number of pins from 1 to 10, but not necessarily in routine order. The player who, in ten innings, scores the least number of winning innings is the loser. For instance: A bowls down 2, 5, 7, 8 and 10 B; bowls down 1, 6, 8 and 9. Here B loses, as A has one more inning to his credit than B.

Note—As the larger number of pins are easy to obtain, the superior skill lies in picking out the small numbers. For this reason the pony ball is used, and the small numbers are the points of attack from the start. When the player has bowled down a certain number of pins corresponding with any score he has made, and his remaining ball or balls will be of no avail, an (X) is placed under that number, indicating that the inning goes for naught, as he has already made that score.

Rule 3—Only one score is allowed to each inning. Players alternate in the use of alleys.

Rule 4—Balls bounding from the cushions go for naught.

Duck Pin Game

THE PINS ARE SPOTTED THE SAME AS THE AMERICAN GAME OF TEN PINS

Rule 1—A regulation Duck Pin shall be 9 inches high, 1½ inches in diameter at the top, 3½ inches in diameter at the body of the pin, and 1⅜ inches in diameter

at the base; shall taper gradually from the bottom to the largest part of the body, and shall be as near uniform in weight as possible.

Rule 2—No ball exceeding 4½ inches in diameter can be used in games.

Rule 3—Each player to roll three balls to each frame, and each player to roll two frames at a time.

Rule 4—A line shall be drawn ten feet beyond the regular foul line, and any ball delivered beyond the first named line shall be declared foul.

All other rules of the American Bowling Cngress govern.

THREE-STAKE BRAG

In this, three pools are made up by equal contributions from all the players. The first two cards are dealt face down, the third card face up. The highest card showing wins one of the pools, ace being high. A bragger out-ranks cards of the same denomination, so that the nine of diamonds will beat any other nine in the pack.

The players then take up their cards and bet on their hands as in the ordinary game, and the winner or the successful bluffer takes the second pool, together with all the bets made.

For the third pool, all the hands are shown and their pip value counted up, reckoning the aces as 11 each, court cards as 10 each, and all other cards at their face value. The player whose hand most nearly approaches 31 wins the third pool. In case of ties, the eldest hand wins, or the player nearer him on the left.

AUCTION BRIDGE

This game has entirely superseded the older game of Bridge, in which only the dealer or his partner could name the suit or no-trump at which the hand should be played. The adversaries could double the value of the tricks, and could also score toward the game if they made the odd trick or more.

In Auction Bridge the privilege of naming the declaration upon which the hand shall be played is decided by allowing all four players to bid for it, so that even the partners may bid against each other. Only the side that gets the declaration can score toward game.

Auction Bridge is played by four persons with two packs of 52 cards each, with distinctive backs. One pack is dealt while the other, or "still pack" is shuffled by the dealer's partner. The cards rank: A K Q J 10 9 8 7 6 5 4 3 2, the ace being always highest, deuce lowest, both in cutting and play. The suits rank; spades highest, then hearts, diamonds and clubs.

In cutting for seats and deal a shuffled pack is spread face down and drawn from. The two highest cards drawn pair against the two lowest, and the highest has the first deal and the choice of seats and cards, his partner sitting opposite him. The third highest cut chooses one of the vacant seats, his partner opposite him. If cards of equal value are drawn,

spades have the preference, then hearts and then diamonds.

The dealer presents the shuffled pack to the player on his right to be cut, leaving not less than four cards in each packet. The dealer then distributes the cards one at a time, all face down, from left to right, until each player has thirteen. No trump is turned. There are no misdeals. In case of irregularities the same dealer deals again.

The dealer begins by examining his hand and announcing the suit he wishes to be the trump for that deal, or he may bid no-trump, or he may pass. No bid can be for less than one trick, but may be for as many more, up to seven, that the player wishes. The bid names the number of tricks over six that the declarer will undertake to win. For example: a bid of "two hearts" undertakes to win eight tricks out of the thirteen to be played for. All tricks over six, won by the same partners, are called "odd tricks," or so many "by cards."

The dealer having declared, each player in turn to the left must either pass, bid higher, or double. This goes round and round until three players in succession pass the last declaration made. If no one makes a bid, the deal passes to the left, and the adversaries deal the next hand with the still pack.

The bids outrank one another according to the suit named, the spades being the highest, then hearts, diamonds and clubs. No-trump outranks all suit bids. To overcall one no-trumps, two of some suit must be bid. To overcall two hearts or spades one must bid three diamonds or clubs. The rule is that each player in turn must either bid a greater number of tricks in

the same declaration, or an equal number of tricks in a higher ranking declaration. Both sides may bid the same suit, or no-trumps, if they wish to do so.

Instead of bidding higher, any player may in his turn double the last bid made by an adversary. This does not affect the rank of the bids, but only the scoring, as two hearts will still overcall two clubs doubled. No player can double his partner's bid, but either partner may redouble if an adversary has doubled. No further doubling is allowed. When three players pass in turn, the last bid made is known as the contract, or winning declaration.

The object of the bidding is to secure the privilege of playing to win games and rubbers, as only the side making the highest bid can score toward game. Having secured the contract, the object is to fulfil it by taking as many tricks as bid, and as many more as possible. The contracting partners are known as "Declarer" and "Dummy."

Auction Bridge is played in rubbers. The side that first wins two games wins the rubber, so that if the same side wins both the first and second games, the third is not played. To win the game, the player must reach 30 points or more in trick scores. This may all be made in one deal, or it may take two or three to reach or pass 30. The number of odd tricks necessary to win the game varies with their value.

When clubs are trumps each trick over the first six won by the Declarer is worth 6 points, diamonds 7, hearts 8, spades 9, and no-trumps 10. If doubled, twice these figures; if redoubled, four times the normal value. It takes five odd tricks with clubs or diamonds as trumps to win the game, four odd with

hearts or spades; three odd with no-trumps. Everything made more than necessary to win the game is scored. If a spade contract is doubled, two odd tricks win the game, as they are then worth 36 points.

The Declarer is the player who first named the winning declaration for his side, no matter what bids have intervened. His partner is the Dummy. Suppose the bidding goes this way: Dealer, "One spade," second player, "Two clubs;" Dealer's partner, "Two no-trumps;" Fourth hand, "I double;" Dealer, "Three hearts;" Second hand passes; the dealer's partner, "Three spades," which all pass. The contract is three spades, undoubled. As the dealer first named that suit he becomes the Declarer. His partner simply "assisted" the original spade bid.

The player to the Declarer's left then leads any card he pleases, and the Declarer's partner lays his thirteen cards on the table, all face up and sorted into suits; trumps, if any, to his right. From that point on, the Declarer plays both hands, Dummy taking no part whatever in the play, unless directed by the Declarer to play certain cards.

If the Declarer succeeds in fulfilling his contract by making at least as many tricks as he bid, he scores their full value. If he fails to fulfil his contract, he scores nothing toward game, no matter how many tricks he wins, and his adversaries score 50 points for every trick by which he fails, 100 if they were doubled, 200 if they were redoubled. These penalties do not go toward game, but are scored separately in the "honor" column.

If the Declarer has been doubled, and still makes his contract, he not only scores the tricks he wins at

double value, but he gets 50 points in honors for fulfilling a doubled contract, and 50 more for every trick over that contract, if any. This will be 100 instead of 50, if he or his partner redoubled.

In addition to the trick scores, either side may score for honors as held. In the suits, the five top cards, A K Q J 10 are the honors. In no-trumpers, the aces are the only honors. Their values are:

In any suit:

3 honors, however held, are worth.....	30
4 honors between partners.....	40
5 honors between partners.....	50
4 in one hand, ...	80
4 in one hand, 5th in partner's.....	90
5 in one hand	100

In no-trumpers:

3 aces, however held, are worth.....	30
4 aces between partners,.....	40
4 aces in one hand,.....	100

If either side wins 12 tricks it scores 50 for a Little Slam. If either side wins all 13 tricks, 100 for a Grand Slam. The winners of the rubber add 250 points bonus. On the opposite page is an example of the usual method of keeping the score of a rubber. The individual winnings and losses on each rubber, if not settled for at once, are carried on a separte sheet. It is usual to settle in even hundreds, 50 and over being called 100; 49 or less, nothing.

It is usual for the scorer to call his side "We," and the other side "They" and sometimes for We to mark the color of the pack they play with. In Fig I, the trick scores are all recorded "below the line," and the honor scores, penalties and rubber points, "above the

line." In Fig. II, the trick scores are in the left-hand column, the honor score to the right. This method is seldom used, although it is the better of the two, as it shows the honors in conjunction with the tricks. A line is drawn under each game won, a double line under the rubber game.

BRIDGE SCORING PADS, TWO STYLES

FIG. I

Pack, Blue Date, 4/22/26	
Players'	Initials
WE	THEY
250 40 30 30	 30 40
16 36	14
	30
45	
447 114	114
333	

Rubber worth 300.

FIG. II

Pack, Blue		Date, 4/22/26	
Players'		Initials	
WE		THEY	
Tricks	Honors	Tricks	Honors
16	30	—	—
—	—	14	40
36	30	—	—
—	—	30	30
45	40	—	—
	250	—	—
97	350 97	44	70 44
	447 114		114
	333		

Rubber worth 300

When the rubber is finished, both sides add up their scores, and the smaller total is deducted from the larger. The difference is the value of the rubber in points. It is possible, of course, for the winners of the two games to be losers on points, if the honor and penalty scores are heavily against them.

Irregularities

If a player names a number of tricks that is not enough to overcall the last bid, and does not correct himself before the player on his left bids, passes, or doubles, the insufficient bid may be accepted by the action of the next player. But if either of the adversaries calls attention to the deficiency before declaring, the bid must be made sufficient in some way or other, and his partner cannot bid at all for that deal. If a player bids out of turn, and the player on the left declares without correcting it, it stands. If corrected it is void, and the partner cannot bid during that deal.

If an adversary of the Declarer leads out of turn, the Declarer may call a lead from the proper leader, or call the card exposed. If the Declarer leads out of turn, from his own hand or dummy, he cannot correct himself unless directed to do so by an adversary, and must lead the same suit from the proper hand if he has any of it.

The most serious irregularity is the revoke. This is failure to follow suit when able to do so, or failure to comply with a performable penalty.

The penalty for a revoke is to take two tricks from the side in error at the end of the hand, and add them to the tricks of the other side. For any further revokes by the same side, the penalty is one trick. The scores are then made up exactly as if the tricks had been won in the regular course of play and no revoke had occurred.

This allows a player who has bid three, makes five

odd but revokes, to give up two tricks penalty and still fulfil and score his contract. If the side in error has not won tricks enough to pay, the other side scores a grand slam.

A revoke may be corrected before the side in error has led or played to the next trick. The partner should always ask the one that renounces to a suit if he has none of it. If it is one of the adversaries of the Declarer that corrects a revoke, he may be called upon to play his highest or lowest card of the suit, or to leave the card wrongly played face up on the table and subject to call.

If one player is found to be short a card any time after he has played to the first trick, the others having their right number, the card must be found and returned to his hand, and he is responsible for any revokes he may have made, just as if the card had been in his hand all the time. If two players have the wrong number of cards the deal is void.

There is no penalty for the dealer's exposing any or all of his cards, but if either of his adversaries exposes a card, as by playing two at once, or dropping one on the table, it must be left face up and subject to call by the Declarer.

All irregularities, and the player's rights when the rules are transgressed, will be found fully dealt with in the Simplified Code of Laws which follows.

The Bidding

The bidding at Auction Bridge is considered the most important part of the game, because it has two objectives, attack and defence. All bids made to ob-

tain the contract and try for game are attacking, at the same time they should be such as to show the partner the best defense in case they are called upon to play against the contract. The whole theory of the bidding may be said to be based upon the principle of the partners arriving at the best declaration for their combined hands. There are eight kinds of bids, calls, or declarations. The hearts and spades are called major suits; clubs and diamonds are minor.

A free bid is the first call of a suit or no-trumps made on that deal. *Defensive bids* overcall an opponent. *Supporting bids* increase the partner's contract. *Take-outs* shift from the partner's call. *Preemptive bids* aim to stop any further bidding. *Secondary bids* are made after passing up an opportunity for a free bid. *Negative doubles* ask the partner to overcall the opponents' last bid. *Business doubles* aim to defeat the contract.

The modern system of bidding is based entirely on quick tricks, the length of the suits being secondary. Quick tricks are cards that will win the first or second round of a suit, such as A, or K Q. Two quick tricks are A K, A Q J, or K Q J, while 1½ quick tricks are A Q 10, A J 10 or K Q 10. The K, or Q J and others are ½ a trick.

In free bids, supporting bids, take-outs, and negative doubles, these quick trick values are doubled for the purpose of arriving at the bidding value of the hand; but high cards of suits bid by partner or opponents remain at their normal quick trick value. By adding up the values in each suit, the bidding value of the hand as a whole is arrived at.

As a free bid undertakes to win 7 tricks, at least 4

of these, or two quick tricks, should be in the bidder's hand. To call a suit, hoping it will be the trump, there should be at least five cards in it, with at least one quick trick at the top. To call suits of four cards only, there should be a trick more in the hand than would be required to call a longer suit. To call no trumps, there should be three suits "stopped," and no good major-suit (heart or spade) bid. Holding two suits, equally good as a bid, call the one of higher rank first.

Examples: Any suit of five cards, headed by A K is a good free bid, regardless of the rest of the hand. If such a suit is headed by only one quick trick, there must be at least one quick trick in other suits to justify the call, as a free bid.

Defensive bids overcall an opponent's bid, and require at least 1½ quick tricks in the hand, and a suit long enough to call. To overcall a suit with no-trumps, there should be two stoppers in the opponent's suit, or a very strong hand with only one stopper. When no-trumps is bid on your right, the best defense is to pass. The 4th hand will sometimes bid against the dealer's no-trumpers to indicate the suit that will probably save the game if it is led first, in case the dealer returns to no-trumps.

Supporting bids are made by the partner, when he has more strength than the average. All free bids expect to find at least 1½ quick tricks in the dummy, and these are included in the free bid, which undertakes to win 7 tricks. To support a free bid, the partner must have more than 1½ quick tricks. If it is a suit bid, he must have at least three small trumps, or two, one as good as the Q. Bids not supported on the

first round may be on the second, regardless of the trump holding, if the partner rebids his hand.

In counting the hand for support, count ½ a trick for extra trumps, four or more. Add ½ a trick if you have a singleton in any of the plain suits; add 1 trick if you have a missing suit.

Failing what is called normal support in your partner's suit, you should deny the suit if second hand passes if you have anything as good as 1½ quick tricks in hand, and a suit of five cards to declare. If you have less than 2 quick tricks in hand when your partner bids no-trump, bid any suit of five cards as a take-out. Some players bid any suit of 5 cards in hearts or spades, as a take-out, regardless of the rest of the hand. Always take out with a two-suiter, 5 cards in each.

Secondary bids are made after refusing to make a free or a defensive bid. They are made on long suits that are not strong enough for free bids, and indicate that the hand is of little value as a defense, and of no value in attack unless the suit named is the trump. This bid must not be confused with the shift to another suit after having made a free or defensive bid at the first opportunity. Such bids are made on two-suit hands, and the partner must then select the suit in which he has the more cards, totally regardless of his quick-trick strength.

A free bid of two no-trumps, three spades, four hearts, five diamonds or clubs, is a shut-out, intended to prevent the opponents from calling some suit in which you are very weak.

There are two doubles, one conventional, and known as negative, because it denies the suit doubled. It is

confined to bids of one no-trump, or not more than two in suits. It must be made at the first opportunity, and before the partner has made a bid. The double of a no-trumper asks the partner to name a four-card major suit; or, failing that, his longest suit. Doubling a suit shows a no-trumper, weak in the suit doubled. If the partner can stop that suit twice, he should bid two no-trumps; otherwise, he should call a four-card major-suit; failing these, his longest suit. The take-out of the double is not compulsory, but there should be good reasons for leaving it in.

The business double is any double not made at the first opportunity, or made after the partner has made a bid or doubled. The double of more than one no-trump, or more than two in suit is always business, to defeat the contract; but the partner may take it out by going on with the bidding if he thinks there is more to be gained by going game than by taking penalties.

The Play

Once the contract is settled, the player to the left of the Declarer may lead any card he pleases, and the dummy's cards are then placed on the table, face upward, and sorted into suits, with the trumps if any to the right. The proper management of the play then depends on whether the contract is no-trumps or in suit.

When the partner has bid a suit, it is usual to lead the top of it, except that against no-trumpers a card as high as the queen is not led, but the smallest of three or more, as the no-trump hand may have the jack. If the partner has not made a bid, lead your own suit. If your partner's no-trumper has been overcalled by a suit, lead the trump as the best defense.

Against Trump Declarations

The best opening leads are from two or more honors in sequence, such as A K, K Q, or Q J. The king is always led if accompanied by the card next it in value, the ace or the queen, or both, and it is always followed by the lowest card that will win the next trick, if the leader holds a winning card after leading the king. With A K Q, for instance, the second lead would be the Q, not the A.

The ace may be led from any suit not containing the king. If the combination is A Q J, the Q should follow the ace, whether the ace catches the king or not.

A queen should never be led when there is any higher card of the suit in the hand.

The jack is never led except as the top of a weak suit, when the other suits are undesirable ones to open.

The ten is led from one combination only; K J 10.

For the second round, if the leader holds the best card of the suit, or several equally the best, he should lead one. If he holds the second and third-best, but not the best, he should lead the higher. Having led the K from K Q J, the next lead should be the Q, even if the K won the first trick.

When an honor is not led, the opening should always be the fourth-best, counting from the top. From K 10 7 5 3, for instance, the proper card to lead is the 5. After having led an honor, if the leader has not another winning card to go on with, nor both second and third-best, he should lead his original fourth-best for the second round. Having led the K from K Q 6 4 2, for instance, if the K wins the trick, the card to lead for the second round is the 4.

Against No-Trumpers

The longest suit should almost invariably be selected for the opening lead against a no-trumper. Honors are not led unless the leader holds three of them in the suit, or has a suit of seven or eight cards. An honor should be led from A K Q, A Q J, K Q J, K Q 10, K J 10, or Q J 10; but from all suits of less than seven cards headed by only two honors, such as A K, K Q, or Q J, the proper opening is the fourth-best card. The most common openings against no-trumpers are the fourth-best cards of long suits, keeping any high cards in shorter suits to regain the lead.

After the opening lead, if the suit is changed, it is always advisable to lead through some suit in which dummy is moderately strong, preference being given to those in which dummy has two honors not in sequence, such as A Q, or K J.

Third Hand

There is a difference in the play of the third hand when he is trying to win the trick, and when he is simply following suit. If he tries to win the trick, he plays the lowest of a sequence of high cards, such as the J from K Q J, or the Q from K Q. Having no such sequence, he plays his best card, putting on the ace from A Q, if the K is not in the dummy. If he does not try to win the trick, his play will depend on whether he is playing against a trump declaration, or a no-trumper.

With a declared trump, third hand plays "down and out" with only two cards of his partner's suit, neither of them an honor. Suppose the lead is a K and third hand holds 8 3 only. The play to the first trick is the 8.

When the 3 falls next round, the leader will know third hand has no more of that suit. When third hand holds three cards, he plays the lowest to the first trick. If his cards were 9 6 4 he would play the 4.

If he has only two cards, but one of them is as good as the jack, he plays the lower to the first trick; because when the honor falls on the second round, the leader will know he has a higher honor, or no more of the suit.

When there are no-trumps, and third hand does not try to win his partner's trick, he always plays his second-best card, regardless of number or value. Suppose the lead is a 5, and dummy puts on the king second hand, third hand holding Q J 3. His play is the jack, his second-best. If the lead is a king, and third hand holds 10 9 7 6, his play to the first trick is the 9, his second-best.

After the first round, whether third hand leads the suit to his partner, discards it, or follows suit, he must always keep his smallest card, playing the next one above it. Having played the J from Q J 3, his next play is the Q, keeping the 3. Having played the 9 from 10 9 7 6, his next play is the 7, keeping the 6.

This is called the Foster echo at no-trumps, and the object of it is to inform the leader as to the high cards held by the third hand. Suppose the leader holds, in the suit he opens, A K Q 8 5, and leads the K. Dummy lays down the 4 and third hand plays the 10. This marks the third hand with the jack at least, or no more of the suit. If third hand has not the jack, the dealer has the suit blocked, so the lead for the second round is the 8, not the Q. No matter how small the cards, this echo should be used.

Return Leads

In returning his partner's suit, the player should lead the higher of two cards remaining, and the lowest of three, if the declaration is a trump. At no-trumps, the intermediate of three remaining should be returned, unless it is the third hand that is leading up to dummy, and his best card is one that is better than any dummy holds in that suit, in which case it is better to lead it, so as to give the partner the advantage of position over the dealer.

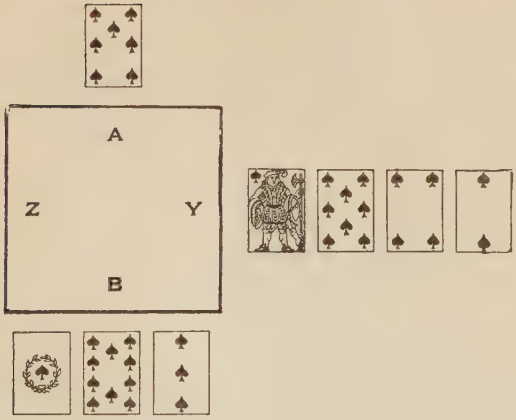
If the player holds both second and third-best, he should lead the higher, regardless of number, and if he holds any winning card in his partner's suit, he should make it.

If for any reason the third hand changes suits, it is best to lead up to the suits in which dummy is weak, if possible, letting the partner lead through his strong suits.

Foster's Eleven Rule

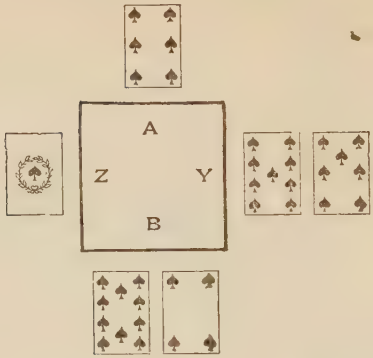
When the leader opens with a fourth-best, the third hand can tell how many cards, higher than the card led, are not in the leader's hand, by simply deducting the spots on the card led from eleven.

By taking from the remainder thus found the number of cards held by dummy and third hand, higher than the card led, the number held by the dealer is found. Suppose this is the position, Z being the dealer and A the leader for the first trick, the card led, those held by dummy in spades, and those held by the third hand being shown:



The third hand, B, deducts the spots on the card led, 7, from 11, and finds the remainder, 4. The four cards higher than the 7 are all in sight. Dummy has two of them, the J and 8; third hand has two more, the A and 10. Therefore the dealer has no card higher than the 7, and if dummy does not cover the 7 with the 8 or the J, the 7 is absolutely certain to win the trick. If the actual cards for the rest of the suit are laid out, this will be obvious, because the rule is infallible if the card led is the fourth-best.

The eleven rule is very useful in the hands of observant players in detecting false cards played by the dealer. Take this position, Z being the dealer, and A leading the 6 of spades.



The 6 says there are 5 cards out against the leader, higher than the 6. Only four of these show on the first trick. Observe that the dealer cannot have either Q or J, or he would not waste the ace. The leader cannot hold K Q J, or he would have led an honor, so the dealer must have the K, and the leader holds the Q and J.

Second Hand

The general rule for second hand is to play a high card second hand from any combination of cards from which it would be right to lead a high card. Holding K Q, for instance, a small card led through, the Q is the right play.

If second hand holds the cards immediately above and below the one led, he should cover with the " fourchette." With 10 8, for instance, a 9 led, the 10 should be put on.

As a rule, cover an honor with an honor, so as to make the leader of the lower honor play two honors to get one trick. An exception to this is when the second hand has four of the suit, and his higher honor cannot be caught,

such as K 6 5 3, and a Q led through. It is not necessary to cover.

The dealer will often see from the application of the eleven rule that it will be necessary for him to cover the cards led through dummy, so as to put the third hand in.

Discarding

Against a declared trump, the adversaries always discard their strong suit, unless one of them has doubled a spade make. There is little hope of making more than one or two tricks in any suit, and it is important that the partner should know where the strength lies.

Against no-trumpers, some persons discard weakness always, while others discard the best protected suit. The better plan seems to be what is called the discard of "protection," which means that the adversaries will discard in such a manner as to keep a guard on the suit which the dealer is most likely to attack later on. Three cards to a jack, or two to a queen are sometimes very valuable as stoppers. It is seldom of much use to keep every card of a long or strong suit in the hope of making tricks with all of them, unless you are sure you can get in; because if the dealer has a real no-trumper, he is never going to lead your strong suit, but will attack the suits in which you are weak, and if you have discarded from them, he may find the suit cleared for him in one or two leads. In the effort to keep every possible trick in a strong suit, weaker suits are often left unprotected, and the strong suit has to be discarded after all.

The discard against no-trumpers is still one of the unsettled points in bridge tactics.

Dealer and Dummy

The broad general principle of play, for dealer and dummy, is to lead from the weak hand to the strong, and to play the high cards first from the hand which is shorter in the suit.

The dealer's principal weapon is finessing. The adversaries never finesse. Finessing is trying to win a trick with a card which is not the best you hold, nor in sequence with it. If dummy holds A Q and others, the dealer nothing but small cards, to lead a small card and play the Q third hand is to finesse against the K.

If the combination of A Q is divided, it is useless to lead the Q to the A, because if the K is in second hand, he will play an honor on an honor. The best play is to lead a small card from the hand with the ace in it, and try to win a trick with the Q third hand.

With all such combinations as A J 10, the suit must be led from the hand which has not the ace, and the finesse of the 10 must be taken the first time, if an honor is not played second hand. If the first finesse loses, the suit must be led again from the weak hand, and the finesse of the J must be tried, unless an honor is played second hand.

In trump declarations, the dealer should lead trumps immediately upon getting in, unless he has no good suit to defend, or unless there are more tricks to be made by a cross ruff. If the hand which is short or weak in trumps can ruff a suit, it should be allowed to do so before trumps are led.

At no-trumps, the dealer should usually select for his attack the suit which is longest between the two hands, counting the cards in each together. With two suits of

equal length, he should select the one having more cards in one hand. A suit divided 6—2 is a better suit than one divided 4—4, because of the greater possibilities of trick-making.

A very important matter for the dealer is so to manage his cards as to preserve or make re-entries in the hand which is longer in the suit played for; because unless he can re-enter or bring a suit into play after he gets it established, it is useless to play for it.

Duplicate Auction Bridge

With a view to eliminating as much as possible the element of luck in holding the cards, duplicate bridge is becoming daily more popular, and there are indications that it may at no distant day be as great a favorite as duplicate whist was twenty-five years ago. The idea of the game is to give opposing players, pairs, or teams, precisely the same cards, under the same conditions, in order to see which can make the most out of them by combined bidding and play.

Each deal is a game in itself, so that a partial score on one deal is of no use toward winning the game on the next deal.

The cards are carried from table to table by means of holders known as "trays," or as "boards," which are serially numbered on the backs, and before the game begins it is necessary to fix the number of boards that shall be played and to distribute an equal number to each of the tables in play, so that all begin simultaneously.

These trays have upon them certain marks to show how the tray should be placed upon the table, which

end to the North, and one of the pockets is marked to show that it contains the dealer's cards.

There must be at least one of these trays at every table engaged, and a separate pack of cards will be required for each tray; because after a hand has once been played, it is not again shuffled or dealt. When it has been played at one table, it is passed to the next table, or laid aside, until an agreed number of trays have been played, and then played over again.

Instead of gathering the cards into tricks, each player lays the card he plays immediately in front of him, and the winners of the trick, when the cards are turned down, place their cards lengthwise between them. When they lose a trick, they place the cards across, and as each successive card is kept slightly to the right, but overlapping the one under it, it is easy to see how many are turned one way and how many the other. In the following position, for instance, the player sitting behind these cards has won six tricks and lost seven;



Special score sheets are required for keeping the result of the play. At the end of each hand the trick and honor scores are added together, and put down in a lump sum. If 30 or more trick points are made on one deal, 125 points are added for a game won. If one side has trick score, the other honors, the difference only is recorded. If the N and S pair have a plus, the E and W pair must enter an equal amount on their score card as a minus.

Compass Game

When a large number of players take part in a duplicate game, all those sitting N and S keep their seats during the entire play, while all those sitting E and W go from table to table round the room, playing an equal number of deals or trays at each table. The trays containing the cards travel one table at a time in a direction opposite to that taken by the E and W players.

When the number of tables engaged is even, it will be necessary for all the E and W players to skip a table when half way round, or they will meet trays they have already played. If more than one deal is played at each table, and the number is even, say two at a table, only one of the two is played before moving, and the E and W players take it with them to the next table, but put it under the tray they find there, leaving it to be played by the pair that will follow them. This makes it unnecessary to skip any tables.

Each pair keeps its own score of the total number of points won, and at the end of the game these scores are added up, giving a total of points won on all the trays played. All the scores are then handed to the referee, who selects the N and S first and puts them opposite the names of the players, usually on a large blackboard ruled for the purpose. He then adds up all these N and S scores to get a grand total, which he divides by the number of pairs in the game who sat N and S. This gives the average value of the N and S hands, and all whose scores exceed this average are so many tricks "plus." Those who fall below it are so many tricks "minus." The same process is then gone through with the E and W scores, and if the losses and gains balance, the scores are correct.

Individual Progressive Bridge

In this form of game, it is necessary to play four deals before changing partners, after which the winning pair progress to the next table, leaving the losers. The first deal in each round is cut for. The scoring is precisely as in the ordinary rubber except that there is no 250 for winning the rubber. If either side reaches 30 points, it adds 125 in honors, for the game won, and 125 for any further game or games in the four deals.

Each pair puts down its score as a plus or minus for the four deals in a lump sum. At the end of the four deals, the losers divide as partners, and the winners will each take a different partner at the next table. At the end of the play, the highest plus scores are the winners, the minus scores being first deducted, so that if a player won 1,640 points and lost only 320, his score would be plus 1,320.

Pivot Auction Bridge

There are only four players at a table, who cut for the pivot position and the first deal. The next highest card is the pivot's first partner, sitting opposite. Rubbers are played just as in the ordinary game, the only difference being that at the end of a rubber, instead of cutting for partners, the pivot sits still, but the player on the pivot's right becomes the partner for the second rubber, the partner on the first rubber moving to the seat on the pivot's left. On the third rubber, the same changes take place, so that the pivot shall have each of the three for a partner for one rubber, or it

may be agreed to play two rubbers with each before changing.

Three Hand Auction Bridge

There are several ways of playing three hand, one of the most popular being known as Stop Gap, when waiting for a fourth player. Four hands are dealt as usual, the one to the dealer's left being known as dummy. The dealer has the first bid, or he may pass. No matter which player makes the first announcement, it must be in suit, not no-trump, and for one trick only. After the first bid there are no restrictions.

The highest bidder places the dummy's cards between his two adversaries, turning them face up after the first lead is made. The play then proceeds as usual.

Every deal is a complete game in itself, and the total score for tricks and honors is put down in a lump, adding 200 if game is won on the deal. Three separate scores must be kept, entering the pluses and minuses for each deal.

Dummy Up

In order to do away with the gamble on the dummy which is so common in playing stop-gap, the dealer draws four cards from the dummy hand face down, and then turns the remaining nine face up. Each player in turn, beginning with the dealer, then bids on his hand or passes, but the bidding is not done by naming any suit or no-trump, but in figures.

The object of this is to conceal from the others what the bidder intends to select as the winning declaration if he is found to be the highest bidder. The lowest bid allowed is 6 points, and the highest possible 70,

which would mean grand slam at no-trumps. Each player in turn must bid higher or pass, but the bids need not be any multiple of the value of the suit the bidder has in mind, so that he might bid up to 27 and be willing to try for three odd in spades or no-trumps, or four in diamonds or hearts, or five clubs.

The bidding finished, the declaration must be named, and the contract is to win tricks enough to make the number of points bid in trick values alone, or to be set back 50 a trick. If the bid is 32 and the trump named is diamonds, the bidder making only three odd, worth 21, he is two tricks down, as two more were needed to make good his bid of 32 points.

The trump named, the four cards that were face down are turned up and placed with the dummy's other cards. The play then proceeds as usual.

Contract Auction Bridge

This is one of several variations from the regulation rubber, the condition being that the Declarer cannot score toward game, in trick values, any more than he has bid to get the contract. Any tricks over his contract that he wins go into the honor score at 50 points each, 100 if doubled, 200 if redoubled. The usual bonus for fulfilling a doubled contract is scored.

If the bid is two spades, and the Declarer makes four odd, he scores 18 toward game below, and 100 above the line. If he is doubled, he scores 36 below, winning the game, and 200 in honors for the two tricks over his contract. In this case, although he bid two only, his contract was to win two odd at double value, which he did.

There are no honor score for less than four in

one hand, 80 or 100. Little slam counts 50, grand slam 100. Partners winning a game add 100 points at once, and for winning the rubber game 300, so that a rubber won in two straight games is worth 400.

The penalty for failure to make the contract is 50 for the first trick, 100 for the second and 200 for all beyond that number. This is to prevent reckless "flag-flying." A player who was set four tricks, undoubled, would be down 550.

The revoke penalty is two actual tricks, taken from the side in error. The scores are made up as the tricks lie after the transfer, if any. If there is only one trick to take, or none, that is all the side not in error can claim.

As will readily be seen, partial scores are valuable, as one need not bid more than enough to go out, unless forced to do so, and all tricks over game, if not bid, are worth 50 points each.

Slams, Mayonnaise, and Goulash

This is a variety of the Contract game in which no player is allowed to play a bid of less than game. That is, the final bid must be three no-trumps, four hearts or spades, five diamonds or clubs. The scoring is as in the ordinary rubber for everything, including honors, except slams. This playing of no hands that have not bid enough to win the game is known as Goulash, but is sometimes omitted.

If a slam is both bid and made, it scores 250, instead of the usual 50. If a big slam is bid and made, it scores 1,000, instead of the usual 100. If either of these bids fail, the penalty is 50 a trick, 100 if doubled,

200 if redoubled. Slams made but not bid are worth only the usual 50 or 100.

As few hands are likely to be bid up to slams, unless two partners can keep on raising each other, their opponents saying nothing, it is usual to pass without a bid all round. The four players then sort their cards and lay their hands on the table in front of them, face down.

The dealer takes his partner's thirteen cards and lays them on the top of the cards on the dealer's left. Then he takes the thirteen cards of the player on his right and places them on the top of those two, and finally his own hand on the top of all.

There are then two ways to play. If the cards are cut before redealing them by the same dealer, the result is some long suits, but a good deal of guesswork as to what chance there is for slams. If the cards are not cut after assembling the hands, the game is one requiring unusual powers of memory and inference.

In either case, cut or not cut, when the cards are redealt, they are given out five at a time for two rounds, and then three at a time. The players then take up their hands and bid, usually with the result that one side or the other can go as high as a little slam, or even grand slam.

If the cards are not cut it is obvious each player can sort his hand before laying it down in such a manner that he can give his partner and himself the best he finds in the first deal. For example: The dealer knows his thirteen cards will be on the top of the pack if it is not cut, and the first five will fall to the adversary on his left; the next five to his partner. On

picking up his own hand after the redeal, he can tell what cards his partner gave him, and can judge from that what his partner kept. This knowledge often enables partners to bid slams that otherwise they could not be sure of. Cards to lay on the table, that indicate the player to whom the sorted cards will fall, are copyrighted by R. F. Foster. The letters R L P Y mean that Rs will go to the player on the Right; Ls to the one on the Left; Ps to the Partner; Ys to Yourself. The cards shifts its position each time with the dealer.

R dddd ⅂⅂⅂⅂ ʎʎʎʎ R

R YYY LLL PPP RRR

SLAMS

AND MAYONNAISE

Copyright, 1926

By R. F. Foster

R YY LLLL PPPP R

DEALER

LLLLL PPPPP RRR

The cards are sorted so that the one to the left of the line shall be face down on the top of the remaining twelve when the hand is laid down.

The Laws of Auction Bridge

Revised, April, 1926.

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These laws are divided into four Sections:

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SECTION I

How Auction Bridge Is Played

1. Auction Bridge is a card game for four players, two being partners against the two others. A partnership is called a side.

The Cards

2. Two packs of cards, with distinctive backs, should be used, one pack for each side. Each pack to be correct and perfect must contain fifty-two cards divided into four suits of thirteen cards each without duplication.

Rank of the Suits

3. The four suits, Spades, Hearts, Diamonds and Clubs, shall rank in the order named for both drawing and bidding, Spades being the highest.

Rank of the Cards

4. The thirteen cards of each suit shall rank: Ace, King, Queen, Jack, Ten, Nine, Eight, Seven, Six, Five, Four, Three, Deuce; the Ace being always the highest and the Deuce the lowest, both in drawing and in play.

Honors

5. When there is a trump suit, the Ace, King, Queen, Jack and Ten of that suit shall be known as Honors. When there is no trump suit, the four Aces shall be the Honors.

Trumps and No Trumps

6. Cards of the trump suit shall outrank and, therefore, win over cards of any other suit, if legitimately played to the same trick. In No Trumps, suits shall have no rank.

Incorrect or Imperfect Packs

7. Any pack in which cards are duplicated, or missing, or can be identified by the backs, shall be rejected for play; but any scores made with such packs, previous to the deal in which the defect was announced, shall stand.

Drawing For Partners

8. Each of the four players shall draw a card from a thoroughly shuffled pack, spread face downward on the table; but none of the four cards at each end shall be drawn. Any player exposing more than one card shall draw again.

9. The two players who draw the higher cards shall be partners against the two others. If two or more draw cards of equal rank as cards, the rank of the suits shall decide.

The Seats

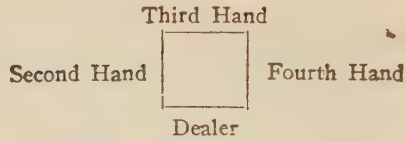
10. The player drawing the highest card shall choose his seat, his partner sitting opposite him. The player drawing the higher card of the remaining two shall choose one of the remaining seats, his partner sitting opposite him. In making a choice partner may be consulted, but a choice once made can not be changed.

Choice of Packs By Dealer

11. The player drawing the highest card shall be the first dealer. Having made his selection of a seat, he shall then take his choice of the two packs of cards. In making his choice his partner may be consulted; but the choice once made can not be changed.

Positions at the Table

12. With respect to the deal, the four players shall be known as Dealer, Second Hand, Third Hand, and Fourth Hand, as in the following diagram:



13. The order of dealing, bidding and play shall always be to the left.

The Shuffle

14. The pack chosen for the first deal shall be thoroughly mixed or shuffled in full view of the other players, with all the cards face down, so that the face of none may be seen during the shuffle. The Dealer shall always have the right to make a final shuffle before presenting the pack to be cut.

The Still Pack

15. The pack not in play shall be known as the Still Pack, the cards of which shall be gathered and shuffled by the Dealer's partner, who shall then place this shuffled pack at his right, to the left of the next Dealer.

Cutting Before Dealing

16. The Dealer shall present the pack he has chosen, thoroughly shuffled, to the player at his right to be cut. In cutting, at least four cards must be left in each packet. The upper portion shall be placed towards the Dealer, who shall complete the cut by placing the lower portion on the top.

False Cuts

17. Should there be any confusion in the cut, or any doubt as to which was the top, or if any cards are exposed in cutting, or if the pack is shuffled after it has been cut, there must be a new shuffle and cut.

The Deal

18. The Dealer shall distribute from left to right the entire fifty-two cards, one at a time, all face down, beginning with the player at his left, so that each of the four players shall receive thirteen cards in regular order.

19. The deal shall begin when the cut is legally com-

pleted by the Dealer, and shall end when the last card comes in its regular order to the Dealer.

20. No player shall deal for any other player except with the consent of his adversaries.

New Deals

21. There must be a new deal by the same player if the cards are not dealt in regular order into four distinct packets of thirteen cards each; or if the last card does not come in its regular order to the Dealer; or if any card is found faced in the pack, or is turned face upward during the deal.

22. Any player who has not looked at any of his cards may demand a new deal if the deal is out of turn, or with the wrong pack, or with a pack that has not been properly cut; but this right to demand a new deal must be exercised before the deal is completed, or the deal shall stand as regular and in turn. The packs, if changed, must so remain, if the deal is completed.

23. There must be a new deal by the same player if the pack is proved to be incorrect or imperfect at any time before the play of the hand is finished.

24. There must be a new deal by the same player if, at any time after completion of the deal, one player has too many cards and another too few.

25. If at any time after the deal is completed, one player, has too few cards, and the others their correct number, the missing card or cards must be found, if possible, and restored to his hand. If found in the Still Pack, under the table, or any such other place as to make it reasonable to assume that the pack was correct when dealt, the deal must stand and the player who is short shall be responsible for any Revoke or Revokes he may have made as though the missing card or cards had been in his hand.

26. If the missing card or cards be found in such a place as to make it reasonable to assume that it or they had not been part of the pack when dealt, there must be a new deal by the same player.

27. If the missing card or cards can not be found, the deal must stand and the player who is short shall play out the hand without penalty for Revoke in consequence of such

shortage, unless it is the first deal with that pack. In that event, there must be a new deal by the same player with a complete pack.

The Bidding, or Declarations

28. The deal completed, the Dealer shall make the first bid, or he may pass without bidding. A bid is an undertaking to win at least seven of the thirteen tricks to be played for; the seventh trick being known as the odd trick. A trick consists of four cards, one from each player.

29. Bids and passes together with doubles and re-doubles constitute the various Declarations. A bid of one Club, one Diamond, one Heart, one Spade or one No Trump shall be considered as an undertaking to win the odd trick at the Bid or Declaration named. A bid of two shall mean two odd tricks and so on; but no bid shall exceed seven tricks.

Overcalling

30. The Dealer having made his declaration by bidding or passing, each player in turn to the left must make a declaration.

31. The bids shall rank: Clubs. which is the lowest, then Diamonds, Hearts, Spades, and No Trumps, which is the highest. In order to overcall a previous bid, a player must bid at least the same number of tricks in a higher ranking bid, or a greater number of tricks in the same or a lower ranking bid.

Method of Declaring

32. The simplest methods of announcing the bids shall be adhered to, such as: "One Heart"; "Two Clubs"; "Two Hearts"; "Three Clubs"; or "Three No Trumps"; or "No Bid." A player can not change his declaration under any circumstances except to correct an insufficient bid, or a slip of the tongue.

33. A player may bid the same suit, or No Trumps, that an adversary has already named, or he may increase his partner's declaration, or he may change it to any other declaration. There shall be no limit to the number of tricks, less than eight, which any player may bid in his proper turn, always provided that his bid outranks the last previous bid.

Doubling

34. Instead of passing or overcalling the previous bid, any player may, in his proper turn, double the last bid made by an adversary, provided no bid has intervened. This double may be redoubled by either of the doubler's adversaries in his proper turn, but no player may double his own or his partner's bid, or redouble his own or his partner's double.

35. Doubling does not alter the rank of the bids, although it doubles the numerical value of the tricks in the final score. In the bidding, two Hearts shall still overcall two Clubs, even if the two Clubs bid have been doubled. The same rule applies to re-doubling.

36. A double or redouble is a declaration and shall rank as a bid. The form shall be: "Three Hearts." "Double Three Hearts."

37. A doubled bid must either be passed, redoubled or overcalled. A redoubled bid must be passed or over-called.

38. A double of a double is a redouble. A redouble of an undoubled bid is a double.

39. A bid may be doubled and redoubled once but no more.

Declaring Ends

40. When three players in succession, in their proper turn, have passed a bid, double or redouble, the bidding ends.

41. If all four players pass without any bid having been made, the deal passes to the player at the left.

The Contract

42. The highest bid, undoubled, doubled or redoubled, when passed by three players in their proper turns, shall be known as the Final Declaration, or the Contract.

Declarer and Dummy

43. The partners who secure the Final Declaration or Contract shall be known respectively as Declarer and Dummy. The Declarer shall be the player who first named for his side the suit or No Trump specified in the Final Declaration or Contract, and his partner shall be the Dummy.

The Opening Lead

44. The player at the left of the Declarer must begin the

play by leading any card he pleases, placing it face upward on the table in front of him. Dummy shall then lay his thirteen cards face upward on the table in front of him, sorted into suits, the trumps, if any, at his right, and shall thereafter take no part in the play. The Declarer shall play the twenty-six cards in his own hand and Dummy's, and shall have the sole right for his side to select and exact any penalties that may arise during the course of play.

Order of Play

45. Each player in turn to the left must follow suit to the card led, with any card of the same suit that he pleases. The players in order of play shall be known as Leader, Second Hand, Third Hand, and Fourth Hand.

Quitted Plays

46. A card is played by an adversary when so held that the partner can see any portion of its face; by the Declarer when laid on the table face up and the fingers removed from it; by Dummy as soon as the Declarer touches or names it, unless he is arranging.

A Renounce

47. A Renounce is a failure to play a card of the same suit that is led. If a player has none of the suit led, he may play any card of any other suit.

Tricks

48. The highest card of the four played, if of the suit led, shall win the trick, except that Trumps win over all other suits.

The Play

49. The four cards of each trick shall be gathered and turned down in front of the rightful winners, the Declarer gathering all of the tricks won by his side, and either one of the adversaries all the tricks won by his side. A trick erroneously gathered in may be claimed by the rightful winners any time prior to the entering of the score for the deal. The winner of each trick shall then lead any card he pleases, the others following suit in regular order to the left. This shall continue until all thirteen tricks have been played. The

last trick turned down may be examined by any player if neither he nor his partner have led or played to the following trick.

The Books

50. The tricks taken by each side shall be kept separate to facilitate counting them. The first six tricks taken by the Declarer's side have no scoring value but shall constitute the Declarer's book. All tricks taken over this book shall count toward fulfillling his contract.

51. The Adversaries' book is the number of tricks named in the contract deducted from seven, but all tricks they win over their book shall be counted as defeating the contract.

Dummy

52. Dummy shall not, by touching cards, or in any way, suggest a play; but the Declarer, by naming a particular card, may call upon Dummy to play it.

53. If at any time Dummy renounces to a lead, while holding a card of the suit led, and the error is not corrected before the lead to the next trick, the trick stands good.

54. Dummy shall have the right, if he has not intentionally looked at any of the other hands, to call attention to too many or too few cards played to a trick; to point out that a trick has been gathered by the wrong side. He may call the Declarer's attention to any rights that Declarer may have under the laws, or to ask any renouncing player if he has none of the suit led.

Quitted Tricks

55. A trick is quitted when it has been turned down and the winner of the trick has made a lead for the next trick. A quitted trick shall not be looked at until the end of the play, unless it is discovered to have too many cards in it.

End of Play

56. The play ends when the thirteenth trick has been gathered in, or when any or all of the remaining tricks have been conceded by either side.

SECTION II. SCORING

Fulfilled Contracts

57. The Declarer, having fulfilled his contract, shall score for the number of odd tricks he has won according to the following scale of values. These trick scores shall be kept separate from all other scores.

If Clubs are trumps ..... 6 points each
If Diamonds are trumps ..... 7 points each
If Hearts are trumps ..... 8 points each
If Spades are trumps ..... 9 points each
If there are no trumps..... 10 points each

If the contract has been doubled, these values shall be multiplied by two; if redoubled, multiplied by four.

Defeated Contracts

58. The Declarer, having failed to win the number of odd tricks named in his contract, scores nothing for such tricks as he may have won, but the adversaries score 50 points in their Honor column for each trick by which the contract fails; 100 if doubled; 200 if redoubled.

Honor Scores

59. Honor scores shall be kept separately from the trick scores and vary in value according to the number held as follows:

With a Trump Suit

3 Honors between partners ..... 30 points
4 Honors between partners ..... 40 points
4 Honors in one hand..... 80 points
3 in one hand and 2 in the other..... 50 points
4 in one hand and 1 in the other..... 90 points
5 in one hand .....100 points

When There Are No Trumps

3 Aces between partners are worth... 30 points
4 Aces between partners are worth... 40 points
4 Aces in one hand are worth.....100 points

A side holding fewer Honors than enumerated in this table is entitled to no score therefor.

Honor scores are not increased by doubling or redoubling, and are scored by the side holding them, whether the contract is defeated or not.

Bonuses for Slams

60. There shall be a bonus of 50 points for winning twelve of the thirteen tricks, Little Slam; or 100 points for winning all the tricks, Grand Slam. Slams may be scored either by the Declarer or his adversaries. If the Declarer has bid seven and wins six odd tricks only, he shall still score for Little Slam, although he fails to fulfill his contract. The score for Slams is not affected by doubling.

Bonuses for Doubled or Redoubled Contracts

61. The Declarer having fulfilled a doubled contract, shall take 50 points in his Honor column; or 100 points, if redoubled. He shall also take 50 or 100 points, as the case may be, for each trick he wins over his doubled or redoubled contract.

Games and Rubbers

62. The first side to win 30 or more points in trick scores alone, whether made in one or more deals, shall win the game. All points made over the necessary 30 shall be counted as part of that game. A line shall be drawn on the score pad under each game won.

63. All points scored for tricks that do not reach game before the other side wins the game shall stand, but they shall not count anything toward the 30 points required to win the following game, as each game must start from zero for both sides.

64. The side that first wins two games wins the Rubber and shall add a Bonus of 250 points for so doing. If the first two games are won by the same side, a third is not played. Wagers on the result of a Rubber are won by the winners on points.

Settling Up

65. The score-keeper shall add up the total scores for tricks, Honors, and Bonuses, for each side, at the end of a Rubber. He shall deduct the smaller total from the larger,

and the difference shall be the number of points won or lost on that Rubber.

Errors in Scoring

66. Errors in the trick score may be corrected at any time before the bidding begins for the following game. If there should be no such game, before the final score of the Rubber is agreed to.

67. Errors in scoring Honors, Bonuses, Penalties or Slams may be corrected at any time before the final score of the Rubber is agreed to.

68. Errors in addition or subtraction on the score sheet may be corrected at any time before the withdrawal of an interested party from the table.

New Rubbers

69. After the Rubber is won and the score agreed to, a thoroughly shuffled pack must be spread, and partners, seats, and choice of cards drawn for afresh.

Unfinished Rubbers

70. If for any reason a player should be unable or unwilling to finish a Rubber, the score shall be made up as it stands, adding 125 points for a game won by either side. If a deal has been started, the bidding and play of that deal must be finished and scored.

SECTION III

Irregularities and Penalties

71. All Penalties may be exacted by either adversary, the Declarer for this purpose acting for the Dummy.

72. If, before the deal is completed, any player touches any of the cards dealt to him, and thereby causes that or any other card to be exposed, his adversaries shall score 50 points in their honor column as penalty.

Too Many Cards

73. During the play, if one player, not being Dummy, is discovered to have too many cards, the others having their right number, the side not in error may demand a new deal;

or they may consider the surplus card at the end of the hand to belong to the imperfect trick, but it shall not be considered as a renounce in that trick.

Too Few Cards

74. If, during the play, one player has too few cards, the others having their right number, the missing card or cards must be found, if possible, and restored to his hand. If the missing card or cards be found in such place as to make it reasonable to assume that it or they were a part of the pack when dealt, the player to whose hand it or they are restored shall be responsible for any Renounce he may have made; but he shall not be liable to any of the penalties for having an exposed card.

75. In order to locate the missing card or cards, the quitted tricks may be counted, face down, and if one is found to contain a surplus card, either adversary of the one who is short shall turn this trick face up, and may select any one of the cards to return to the short hand, the Declarer acting for Dummy. This shall not change the ownership of the trick.

76. Should either side fail to keep its tricks properly separated, and an adversary obtain the right to return a card to a short hand owing to the fact that there are more than an even multiple of four cards in the improperly kept tricks, such adversary shall have the right to choose any card from the improperly kept tricks.

Insufficient Bids

77. Should any player make a Bid that is not sufficient to overcall the previous Bid, he may promptly correct himself by making the Bid sufficient numerically, but without changing from the suit or No Trumps he has named.

78. Should an insufficient Bid be passed, overcalled, or doubled by the player at the left, it shall stand as regular.

79. Should any player call attention to the insufficient bid before it is corrected, it must be made numerically sufficient in any suit, or in No Trump, the insufficient Bidder may choose. The partner of the player in error shall be barred from any further participation in the bidding for that deal.

80. Should the bid be both insufficient and out of turn, the player at the left of the player in error may exact the penalty for either offence, but not for both.

Changing a Bid

81. Should a player make a bid in his proper turn and then change it for any purpose except to correct an insufficient bid, or a slip of the tongue, he shall be liable to the penalty for a bid out of turn.

Declaring Out of Turn

82. Should a player bid, double or redouble out of turn, and any player call attention to it, the erroneous Declaration shall be rejected, and the partner of the player in error shall be barred from any further bidding during that deal. The Declaration shall then revert to the player whose proper turn it was to declare; if that player is the partner of the Declarer in error, he must pass.

83. If the player at the left of any Declaration out of turn should make a Declaration before attention is called to the error. the bidding shall proceed as though the erroneous Declaration had been made in regular order.

Passing Out of Turn

84. If no Bid has been made, a pass out of turn shall be void, unless the player at the left of the irregular pass bids or passes, in which case both Declarations shall be accepted as regular.

85. If a Bid has been made and a player passes out of turn, the player whose turn it was to bid shall proceed with the bidding, unless player at the left of the erroneous pass shall have made a Declaration, in which case both Declarations shall be accepted as regular. The player who passed out of turn must not re-enter the bidding unless the bid he has passed out of turn is overcalled, doubled, or redoubled.

Illegal Bids or Doubles

86. Should a player bid more than seven tricks, the bid is void and the offending side must thereafter pass during that deal. The side not in error may then revert to the last

legal declaration, or demand a new deal, or call the illegal declaration a contract to win seven odd tricks, which the side not in error may double, or play against it undoubled.

87. Should a player who is barred from bidding, proceed to bid, double, or redouble, either adversary may decide whether or not the illegal declaration shall stand. In either case, neither of the offending side shall re-enter the bidding for that deal.

Irregular Doubles

88. Any player doubling or redoubling a redouble shall be penalized 100 points in the adversaries' Honor column. and the illegal double or redouble shall be void, or the side not in error may demand a new deal.

89. Doubling a partner's bid, or redoubling a partner's double shall be penalized 50 points in the adversaries' Honor column, and the illegal double or redouble shall be void.

90. Any bid or double made after the bidding is closed is void. It shall not be penalized if made by the Declarer or his partner, but if made by an adversary, the Declarer may call a lead from the partner of the player in error as soon as that player obtains the lead.

91. Should a player double any Declaration other than the one last made, such double shall be void, and he must amend his declaration, his partner being barred from any further bidding.

Cards Exposed During the Bidding

92. Any card exposed before the bidding is finished shall be left face up on the table, and if it is an honor the partner of the offending player shall not thereafter participate in the bidding of that deal.

93. If the player with an exposed card becomes the Declarer or Dummy, the card may be taken up without penalty; but if this card is on the Declarer's right, he may forbid the lead of that suit by the partner of the player in error.

Dummy

94. Should Dummy expose one or more of his cards before the initial lead, the Declarer shall forfeit any right

he may have had to call a lead to the first trick, but he may call a card exposed by the adversary on his right.

95. Should Dummy in any way suggest the play of a card or suit from his hand, either adversary may call upon the Declarer to play or not to play the card or suit indicated, provided the play demanded does not constitute a revoke.

96. Should Dummy "irtentionally" look at the hand of another player, and thereafter attempt to call the Declarer's attention to any irregularity, such as an exposed card, a lead out of turn, or a revoke, for which the Declarer would otherwise have had the right to demand a penalty, that right is forfeited. If it is a lead out of turn to which Dummy calls attention, the adversaries may consult as to which of them shall lead. If Dummy ask the Declarer if he has none of a suit to which he renounces, the Declarer cannot change his play.

But if Dummy has *not* "intentionally" overlooked the hand of any other player, he retains all his rights as a player.*

97. Should any dispute arise between the Declarer and his adversaries, either as to the interpretation of the laws or as to facts, Dummy shall have the right to participate.

Leads Out of Turn

98. Should the wrong adversary lead, the Declarer may treat the card led in error as exposed, or he may call for the lead of a named suit from the adversary who next obtains, or who rightfully then has the lead. If both adversaries lead simultaneously, the card led in error is exposed.

99. If the Declarer lead out of the wrong hand, either adversary may call attention to the error, or may accept the lead by playing to it, either in his right turn or otherwise.

100. If the lead is called from the proper hand, that hand must lead the suit that was led in error from the wrong hand. If the proper hand is void of the required suit, any suit may be led.

101. If any irregular lead is played to by either adversary,

*I consider this a silly law, as Dummy cannot help looking at the hands of his adversaries, which are usually deliberately shown to him to turn them from the view of the Declarer.

before naming a penalty, the irregular lead shall stand as regular without penalty.

102. Should an adversary lead any card that is a sure winner as against Declarer and Dummy, and proceed to lead several such winning cards without waiting for his partner to play, the partner may be called on to win any of those tricks if he can. Should he be able to win one of them, the Declarer may then call on him to lead a suit, if any of the cards led in error are still exposed but unplayed.

Irregular Plays

103. Should the Fourth Hand play before the Second, the Declarer may call upon the Second Hand to play his highest, or to play his lowest of the suit; or, failing any of that suit, his highest card of any designated suit. Failing either of these, the penalty is paid.

104. If both Declarer and Dummy play to any trick before either adversary plays, the Fourth Hand may play before the Second without penalty.

Cards Exposed During Play

105. The Declarer can gain no advantage through exposing any or all of his cards. He may, therefore, do so without penalty.

106. Exposed cards are those dropped on the table face upward; two or more played at once; cards so held that the partner can see any portion of the face; or cards mentioned or hinted at as being in the hand.

107. All cards exposed, except by Declarer, must be left on the table face up, subject to call.

108. The holder of an exposed card may be called upon by the Declarer to lead or play it at any time in his proper turn. The call may be repeated in future tricks until the card is played; but the player cannot be obliged to play a card that would cause a Revoke.

109. Should an adversary of the Declarer play to both the twelfth and thirteenth tricks before his partner has played to the first of these, the partner's two cards are exposed, and subject to call.

110. The holder of an exposed card cannot be prevented from playing it if the opportunity offers.

111. Cards exposed because the Declarer claims or concedes a certain number of the remaining tricks are not subject to call.

Completed Plays

112. A card is not finally played by the Declarer until it touches the table face up and the fingers are removed from it. Cards played by the adversaries cannot be taken back after the partner has had an opportunity to see any portion of the face.

113. Should the Declarer name or touch any card in the Dummy he must play it, unless he announces in advance that he is merely arranging, or unless he is manifestly pushing one or more cards aside to reach the one desired.

The Revoke

114. A revoke is a renounce in error, not corrected in time, or failure to comply with a performable penalty.

115. The revoke is established when the side in error leads or plays the following trick, whether in its right turn or otherwise, or when the player in error or his partner exposes the remainder of his cards or claims the remaining tricks.

116. Should one side revoke and the other side mix the tricks before they can be examined. the revoke shall be held as established.

117. Dummy is not subject to any penalties for revokes. If Dummy leaves the table (not having forfeited his rights) the adversaries must protect the Declarer from revoking, or they cannot enforce the penalty against him.

Correcting a Renounce

118. Should any player renounce to a lead, and Dummy ask if he has none of the suit when barred from doing so by reason of having forfeited his rights, the Declarer shall forfeit any rights he may have under the laws.

119. A player who renounces in error, may, on his own initiative, correct his error before his side plays to the next trick; but if he is an adversary, he may be called upon by the Declarer to correct his error by playing the highest card,

or by playing the lowest card, he holds in that suit or the card played in error may be called exposed. This penalty can also be enforced against the Declarer if the player at his left has played to the trick after the renounce. A renounce by Dummy must be corrected before the lead to the next trick.

120. If a renounce is corrected in time, those who have played after the renouncing player may take back their card or cards and substitute others without penalty.

121. Any player may ask one who renounces to a lead whether he has any of that suit. If this question is asked before the side in error leads or plays to the next trick, the error may be corrected unless the question is answered in the negative, or remains unanswered until the player in error or his partner plays or leads to the following trick, or abandons the hand. If Dummy has forfeited his rights, he can not ask this.

The Revoke Penalty

122. The penalty for an established revoke shall be two tricks, taken from the side in error and given to the other side at the end of the hand. For any further revokes by the same side the penalty shall be one trick each.

123. After the transfer of the tricks taken as revoke penalty, the scores shall be made up exactly as if all the tricks had been won in the regular course of play, together with any penalties that may have been incurred by doubling.

124. If the side in error has not tricks enough to pay the penalty, the other side shall score for a grand slam.

125. If both sides revoke in the same deal, the revokes cancel each other. If one side revokes more often than the other, that side is penalized. If one side is subject to a penalty of two tricks, and the other three the difference shall be transferred.

126. The revoke must be proved and the penalty claimed before the cards are cut for the next deal, or spread and drawn from for the next Rubber. If there is no next deal or Rubber, before the Rubber score is made up and agreed to.

Conceding Tricks

127. If the Declarer at any time claims the rest of the tricks, or any stated number of them, he must state how he proposes to win the tricks he claims. He may then be called upon to lay his cards face upward on the table and play out the hand. Failure to state how he proposes to win tricks claimed shall subject Declarer's cards to call. Any cards exposed by his adversaries in consequence of his claim shall not be liable to call.

128. If, after the Declarer has laid his cards face upward on the table, tricks are conceded by one player and the concession is accepted, either verbally or by abandoning the hand, the concession shall stand, even if it can be shown that the tricks conceded could not all have been won. If Dummy has not forfeited his rights, he may object to the Declarer's conceding tricks.

Information

129. During the bidding, any player is entitled to any information as to the details up to that time, but after the contract is settled by three consecutive passes, any player giving information except as to the final contract shall be penalized by having the other side call a lead the first time thereafter it is the turn of his side to lead.

130. An adversary of the Declarer may inform his partner that it is not his play, if he sees that he is about to play or lead out of turn. Dummy is not allowed this privilege.

131. Any player, except Dummy, may ask that the cards played to a trick be identified by those who played them. If no such demand is made, and either adversary calls attention to the card he has just played, his partner having not yet played to the trick, the one who has not played may be called upon by the Declarer to play his highest, or to play his lowest card of that suit; or failing a card of the suit led, to trump or not to trump.

132. Should any player, other than Declarer, make an unauthorized reference to any incident of the play, either by locating any particular card or calling attention to cards that have or have not been played, either adversary may call a lead from the offending player or his partner the first time

either of them obtains the lead, the Declarer acting for Dummy.

Consultation

133. While the partners may not consult, except when Dummy illegally calls attention to a lead out of turn, one may direct the other to select a penalty. If either names it, at the proper time, it cannot be changed. If a wrong penalty is exacted and paid unchallenged it shall stand.

SECTION IV

Special Laws for Club Play

Forming Tables

134. A table shall be complete with six players. If there are more than four candidates for play, the first six in the room shall belong to the table. If there are more than six with equal rights, those who are to form the table shall be decided by drawing. The six drawing the highest cards shall complete the table, the four highest playing the first Rubber.

Players and Partnerships

135. If there are more than four belonging to a table, those who are to play the first Rubber shall be decided by drawing from a thoroughly shuffled and outspread pack. The four highest are the players, and the two highest shall be partners against the two others, the highest of the four being the first player and having the choice of the seats and cards.

136. Should there be any candidates for play already in the room who do not belong to any table, they shall have preference over any that thereafter enter the room, or who may belong to other tables.

Cutting Out

137. At the end of the first Rubber, if there are more than four belonging to the table, the four who have just played shall draw from an outspread pack to decide the outgoers, the lowest going out. The four who are to play the next Rubber shall then draw for partners, seats, and cards.

138. At the end of the second Rubber, those who have played two Rubbers shall retire if there are two waiting to play. If there is only one waiting to play, those who have played two Rubbers shall draw to decide which shall go out. After the third Rubber, those who have played three Rubbers shall draw to go out.

139. In all cases in which more than four belong to a table, the order of going out having once been decided shall be maintained. To keep this rotation, the players should be numbered on the score-pad.

Entering Tables

140. If a table is incomplete, having less than six players, a candidate may announce his intention to join that table, provided he does so before the cards are spread to draw for the next Rubber. If there are more candidates than vacancies, the candidate shall draw to decide which shall belong to the table.

Leaving Tables

141. Should a player who leaves a table fail to return, or if he leaves at the end of a Rubber and it breaks up that table, the three who remain at that table shall have preference over him for entering or making up any other table.

Filling Tables

142. Should a member of an existing table assist in making up another table, and before leaving, announce his intention to return, he retains his rights at his original table provided he returns at first opportunity, and he may then replace any member who has joined during his absence.

143. Should a player leave one table to make up another table that needs a fourth, he shall be the last to cut out of that table if he decides to remain with it.

144. If one table is broken up and one or two of its players cut into another table which has only four or five members. all six of the new formation shall cut for the right to play the next Rubber.

New Cards

145. If a player should demand new cards at any time, for any other reason than to replace an imperfect pack, the demand must be made for two packs, at his expense, before the beginning of the next deal. His adversaries shall then have the choice of packs.

Substitutes

146. Any player leaving a table during the progress of a Rubber may appoint a substitute, if agreeable to the others. but this appointment shall be void at the conclusion of that Rubber or the player's return, and the substitute shall be considered as not having acquired or forfeited any rights either at that or any other table through such substitution.

147. If an agreed substitute is not available, the score shall be made up as it stands, adding 125 points to the winners of a game.

CALABRASELLA

THREE players, the Spanish pack of 40 cards, which rank: 3 2 A K Q J 7 6 5 4. There is no trump suit. If four play, the dealer takes no cards. The lowest cut deals, 12 cards to each player, 4 at a time, the 4 remaining being left on the table to form the "stock."

Every ace in the pack is worth 3, and the 3 2 K Q J of each suit are worth 1 each, so that there are eight points in a suit, or 32 in the pack, added to which the last trick counts 3, making 35 points to be played for in each deal.

The privilege of playing one hand against the two others is bid for in turn, eldest hand having the first say. The first to say "I play" is the single player, the others being partners against him.

The player can ask for the 3 of any suit he names, and if either of the other players holds it, he must pass it over, receiving from the player's hand a card in exchange, which must not be shown to the partner. If the 3 asked for is not out, no other card can be asked for; but if the player has all the 3's, he can ask for a 2.

After the ask, the player must discard any number from one to four cards, face down. He then turns the stock face up on the table, and selects as many cards from it as he has discarded. If he does not take all four, the others are turned face down, and placed with the discards.

The player on the dealer's left always leads for the first trick and the others must follow suit if they can; but there is no obligation to head or to win the trick. The adversaries keep their tricks together as against the player, and the winner of the last trick takes the 4 stock cards.

Tricks are of no value except for the counting cards they contain. At the end of the hand, each side counts up the points taken in, and the lower score is then deducted from the higher, the difference being the value of the game in points. If one side makes the whole 35, it counts as 70.

If the single player loses, he pays both adversaries. If he wins, both pay him. Suppose he makes 21 points, less the 14 that they make, he gets 7 from each of them.

Penalties

There are no misdeals. If there is anything wrong, the same dealer deals again. If no one offers to play, the deal passes to the left.

Looking at the stock before declaring to play and discarding loses the game, and forfeits 35 points to each adversary. If the stock is turned over, or any card of it looked at by one of the opponents, after the third has announced to play, but before he has discarded, there is no penalty, but the player may look at the exposed card and discard to suit himself.

If one of the partners leads out of turn, the player may abandon the rest of the hand, take the stock and count 3 for the last trick, allowing the adversaries to count nothing but the points they may have taken in up to the time that the error occurred.

The revoke penalty is 9 points, deducted from the side in error at the end of the hand and added to the score of the other side.

CASSINO

Two, three, or four players; fifty-two cards, which have no rank except for cutting. Low deals, and ace is low. Four cards are dealt to each player and to the table, two at a time; those to the table being laid off before the dealer gives cards to himself. The deal complete, the four on the table are turned face up.

The object of the game is to take in as many cards as possible by pairing and combining the cards in the hand with those on the table. Some of these cards have a counting value in themselves.

Eldest hand plays first. If he has any card of the same denomination as one of those on the table he may play his card upon it, and take in both. He is not obliged to take in a card unless he wishes to do so. If there are two like cards on the table, he may take in both of them if he has a third card of the same denomination in his hand.

If he can combine any of the cards on the table, so that the total number of pips on their faces shall exactly equal the pips on some one card in his hand, he can take in all the cards so combined with his card. Suppose the cards on the table are 2, 3, 5, 6, and he holds an 8. Combining the 2 and 6 and the 3 and 5, he makes two 8's, and takes them in with his own 8.

He can also build up combinations, to be taken in next time it comes to his turn to play. Suppose he holds an ace and an 8 and there is a 7 on the table. He puts the ace on the 7, and calls "eight"; but he cannot take it in until it comes round to him again; because no player is allowed to play more than one card at a time from his hand.

If any other player happens to hold an 8, he may take in the build before its gets round to the player who built it.

Another player may also build upon the first build, provided he does so with a card from his hand; because cards cannot be taken from the table to increase a build made by another player. Suppose that this 8 build comes round to a player who holds an ace and a 9. He can put the ace on the 8 build and say "nine"; but he cannot take it in until it comes round to him again, and in the meantime some other player may have a nine and take it. A player may increase his own build in the same way, if he has the cards to take in either build. He can put a three on a deuce, calling it "five," if he has a five, but instead of taking it in when it comes round to him again, he can put the five on the five and call it "ten," if he has a ten.

If a build is double, it cannot be increased. Suppose a player combines a 2 and a 6 on the table, and places an 8 from his hand upon them, saying "two eights." Such a build cannot be made into nines or tens; nothing but an eight will take it in.

When a player has no build to make, or nothing to take in, he simply lays one of his cards face up on the table among the rest. But if a player has made a build, the next time he plays he must either take it in, if it is still on the table, or he must make another build, or take in some other card or some other player's build.

After the first four cards dealt to each player have been played, four more are dealt to each, two at a time, but none are given to the table. When the pack is exhausted, the player that wins the last trick of all takes in all the cards that remain on the table.

If at any time a player can so combine or match every card on the table as to take them all, it is a "sweep"

and counts a point, usually marked by leaving one of the cards face up among the cards taken in. The winner of the last trick does not count a sweep unless he can match or combine every card left on the table.

The pack exhausted and the last card taken in, each player counts his cards, and the one having the greater number scores 3. In case of ties, there is no score for cards. The player who has taken in the majority of spades scores 1. In addition to cards and spades, the winner of the 10 of diamonds, "big cassino," counts 2; deuce of spades, "little cassino," 1; each ace 1; and each sweep 1.

This makes 11 points to be played for in each deal, exclusive of sweeps. When two play, the one making the majority of these 11 points is the winner.

Penalties

A player dealing out of turn must be stopped before the cards on the table are turned face up. If the dealer gives too many or too few cards to any player, or deals too many or too few hands, it is a misdeal, and he loses the deal.

If any cards but the dealer's and those on the table are exposed during the deal to the first round, the player to whom the exposed card falls may insist on a new deal by the same dealer.

If, after the first deal, a card is found faced in the pack, the player to whom it would fall may reject it if he choose. It must then be placed in the middle of the pack, and another card given him in its place from the top of the pack. If a card is exposed on the last round, the dealer must take it if the player refuses it. The player then draws one face down from the dealer's hand.

Anyone playing out of turn must leave the card so played upon the table. He is not allowed to build anything, or to take anything in with it.

If a player improperly takes in a card, he must not only return the card itself, but the card he plays from his hand and the combination or card he was taking in with it, if any. If he was taking in a build of his own, it must be separated.

If a player makes a build which he has not the card to take in, the build must be separated, and those who have played after the false build can take back their cards and amend their plays, unless some other player has taken in the build in the meantime.

Twenty-One-Point Cassino

When three or four play, and sometimes when two play, 21 points is game. The players should count out, so that at the end the one first reaching 21 can claim the game. If he is in error he loses it.

If this is not done, and no one knows that he is out until the hands are counted at the end of the deal, the points go out in order: cards, spades, big cassino, little cassino, aces, and sweeps. If the aces have to decide it, their rank is: spades, clubs, hearts and diamonds. Sweeps offset one another.

When four persons play as partners, two against two, it is usual to allow the partners to take in or to increase each other's builds, if they have the necessary cards.

Draw Cassino

Instead of dealing four more cards to each player, two at a time, after the first round, the stock is left face down

on the table, and each player in turn, as soon as he plays a card, draws another from the top of the stock, so that there are always four cards in each player's hand when it comes to his turn to play, until the stock is exhausted.

Royal Cassino

In this, the court cards have a pip value. The K is equal to 13; Q 12; J 11. The ace is 14 or 1 at the option of the holder; but if it is one of the cards lying on the table, it is always 1. The high cards can be used to build upon, or to win, cards of lower denominations; a Q will take in a 9 and 3, for instance.

Spade Cassino

Two to four players, the count being kept on a cribbage board, and all points pegged as soon as made, so that there is nothing to count up at the end of the hand but the cards. The game is 61, and 24 points are made in each deal. The peculiarity of the game is that every spade counts a point. There is no counting for "spades" at the end of the hand, the winner of the spade jack scoring for "spades." This makes the jack and deuce of spades worth 2 points each; because the deuce is a spade as well as little cassino.

CATCH THE TEN

Or Scotch Whist

Two to eight players, single or in partnerships, with a pack of 36 cards, which rank, A K Q J 10 9 8 7 6.

In the trump suit, the jack is the highest card, outranking the ace.

With four or more players, which is the common game, the whole pack is dealt out, one card at a time, turning up the last for the trump. Eldest hand leads any card he pleases, and the others must follow suit if they can.

The object of the game is to win tricks containing certain cards in the trump suit, their values being: jack 11; ace 4; king 3; queen 2; and ten 10.

At the end of the hand the players count the number of points taken in, to which they add one point for each card they have taken in more than the number originally dealt them. With four playing as partners, two against two, each side would start with 18 cards. If one side took in 7 tricks of 4 cards each, 28, they would have gained 10 cards, and would score 10 points toward game, in addition to any trump counts they might have. Individual players would count their gains in the same way.

Forty-one points is game. In case of ties, the counts go out in order; 10 of trumps, majority of the cards; A, K, Q, J of trumps, in that order.

Penalties

The only penalty of importance is that for the revoke, which, upon being claimed and proved, ends the game, the player or side in error losing it. All other irregularities, such as playing or leading out of turn, are usually governed by the laws of straight whist.

French Whist

This is catch-the-ten with the ten of diamonds always a counting card, worth 10, whether it is trumps or not.

CAYENNE

FOUR players, two against two as partners. Fifty-two cards, which rank A K Q J 10 9 8 7 6 5 4 3 2, in cutting or in play. The two cutting lowest cards are partners, and the lowest cut deals the first hand. The cards are dealt 4–4–5 at a time. No trump is turned. The player on the dealer's left cuts the still pack, and turns up the top card for "cayenne," which settles the order of preference and value in the suits.

After looking at his hand, the dealer names a trump suit, or says he will play "grand," without a trump; or "nullo," also without a trump, and the ace ranking below the deuce. If the dealer cannot decide, he leaves it to his partner, who must pick out something.

The object of the game is to win tricks, except in nullo, when it is to lose them. The eldest hand always leads for the first trick, and the others must follow suit if they can. The winner of the trick takes it in, turns it down, and leads for the next trick.

All tricks above six taken by the same partners count 1 each. In addition to the tricks, there are five honors, the A K Q J 10 of trumps, and the side holding the majority count 1 for each they have in excess of their opponents, to which they add 1; so that four honors would be worth 4 points.

These points, made by tricks and honors, are multiplied at the end of the hand, according to the value of the trump suit. In a grand or a nullo, when there are no trumps, the multiplier is always 8; otherwise the multiplier depends on the suit which is trumps, and its relation to the suit which has been cut for cayenne on that deal. This is shown in the following table—

If Cayenne is	♡	◇	♣	♠	If trumps, multiply by 4.
Second color is	◇	♡	♠	♣	If trumps, multiply by 3.
Third color is	♣	♣	♡	♡	If trumps, multiply by 2.
Fourth color is	♠	♠	◇	◇	If trumps, multiply by 1.

If clubs are cut for cayenne, for instance, and the declaration is hearts, they play in third color, and the winners multiply their trick and honor score by 2.

In nullos, every trick over the book counts to the other side, so that if the dealer plays nullo, and his adversaries take 10 tricks, the 4 over the book cost them $4 \times 8 = 32$ points; but there are no honors.

Ten points is a game. When one side wins a game, any points over the 10 are left on the marker to their credit toward the next game; but all points made by their adversaries are turned down after the value of the game has been ascertained and scored. If one side reaches 10 before their adversaries have scored anything, the game is worth 4 to the winners. If they have not reached 4, it is worth 3; if they have not reached 7, it is worth 2; but if they are 8 or 9 up, it is worth 1 only. These game values are the points that are scored.

The side that first wins four games of 10 points each, no matter what the value of the individual games, adds 8 points for the rubber, and then deducts all the game points scored by the other side; the difference being the final value of the rubber.

It should be observed that everything made is counted, so that one side may win two or more games on one deal. If A–B are 6 up when Y–Z win a game of 32 points, Y–Z will score 2 for winning the first game, as A–B had not reached 7, and 4 each for the next two games, in which their adversaries are nothing, and will still have 2 points to their credit on the fourth game.

Tricks count before honors, and players cannot win a game on honors alone, but must stop at 9 points if they have no trick score on the hand.

Penalties

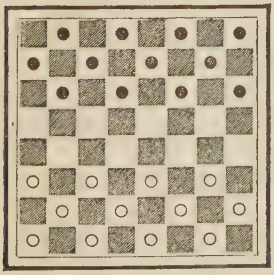
The penalty for a revoke is the loss of three tricks, and the side in error cannot win the game on that deal, but they may play the hand out and score as high as 9 if they can.

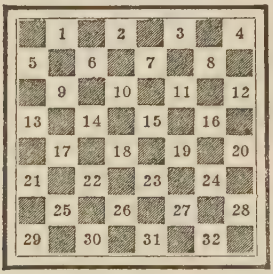
CHECKERS

Or Draughts

Two players have between them a board divided into 64 squares, colored alternately light and dark, and each player is provided with twelve men, known as "white" and "black." At the beginning of a game the board is so placed that each player shall have two of his men touching the edge of the board at his left.

In diagrams, for the sake of clearness, the men are always shown upon the white squares; but in actual play they are always set up on the black squares, this being the arrangement—





The squares upon the board are supposed to be numbered from 1 to 64, beginning at the upper left-hand corner, upon the side of the board occupied by the black men. This is for convenience in referring to positions, or to moves in games.

In recording or giving the moves, the first figures are

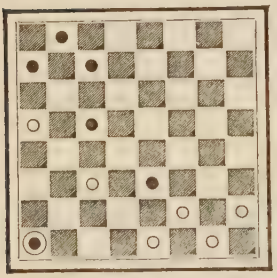
the move of a black man, from 11 to 15, for instance, and the figures of the black moves are always joined by a hyphen. The next figures are the move of a white man, but they are not joined by a hyphen.

The black men always have the first move.

As the men never leave the color upon which they are first placed, all moves must be diagonal. A man can move only one square at a time, and only to a square which is in front of him diagonally and is unoccupied.

If the square to which a man might move is occupied by an adverse piece, that piece can be jumped over if there is a vacant square immediately beyond him. The capturing piece moves to this vacant square, and the man jumped over is removed from the board. Two or more men may sometimes be captured simultaneously, as in the position shown in the margin, in which the white man on 27 can jump over three black men, taking two in a line, and then turning to the right and landing on 2.

BLACK



WHITE

When a piece is open to capture, the player is obliged to take it. If he overlooks the capture, or refuses it, his adversary can compel him to take back his move and make the capture, or can remove from the board, "huff," the piece that should have made the capture, or can let matters stand. If there are two different captures on the board at the same time, the player can take his choice of them.

The object of the game is to capture all the opponent's men and remove them from the board, or else to pin them up in such a manner that he cannot move. If neither player can accomplish this, the game is drawn.

When a piece reaches the side of the board farthest from that on which it started, it is made a king by placing another man upon it as a crown. In diagrams, kings are represented with a ring around the man. The black man in the lower left hand corner of the last diagram is a king. Kings can move forward or backward at pleasure.

The Openings

There are certain standard openings, each of which has a distinctive name. The moves which constitute the opening are indicated by the notation already explained, black always moving first. The following are the best known, arranged in alphabetical order—

ALMA.	AYRSHIRE LASSIE.	BRISTOL.	CENTRE.	CROSS.	DEFIANCE.	DENNY.
11–15	11–15	11–16	11–15	11–15	11–15	10–14
23 19	24 20	24 20	23 19	23 18	23 19	
8–11	8–11	16–19	8–11		9–14	
22 17			22 17		27 23	
3– 8			15–18			

DYKE.	DOUBLE CORNER.	DUNDEE.	EDINBURG.	FIFE.	GLASGOW.	KELSO.
11–15	9–14	12–16	9–13	11–15	11–15	10–15
22 17				23 19	23 19	
15–19				9–14	8–11	
				22 17	22 17	
				5– 9	11–16	

LAIRD AND LADY.	MAID OF THE MILL.	OLD 14TH.	PAISLEY.	SECOND DOUBLE CORNER.	SINGLE CORNER.	SOUTER.
11–15	11–15	11–15	11–16	11–15	11–15	11–15
23 19	22 17	23 19	24 19	24 19	22 18	23 19
8–11	8–11	8–11				9–14
22 17	17 13	22–17				22 17
9–13	15–18	4– 8				6– 9

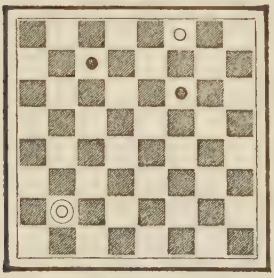
SWITCHER.	WHILTER.	WILL O' THE WISP.	WHITE DYKE.	IRREGULAR OPENINGS.		
11–15	11–15	11–15	11–15	11–15	11–15	10–15
21 17	23 19	23 19	22 17	22 17	23 19	22 18
	9–14	9–13	8–11	8–11	8–11	15–22
	22 17		17 14	25 22	22 17	25 18
	7–11					

Endings

There are four standard end games which are extremely difficult for the inexperienced player to win unless he knows the exact method. These are shown in the following diagrams—

No. 1.
Black to move and win.

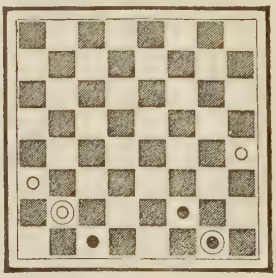
WHITE



BLACK

No. 2.
Black to move and win.

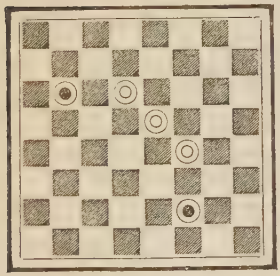
WHITE



BLACK

No. 3.
Either to move;
White to win.

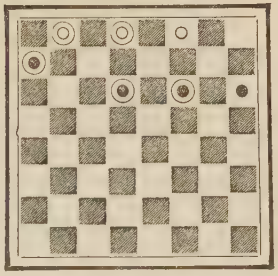
WHITE



BLACK

No. 4.
Black to play and win.
White to play and draw.

WHITE



BLACK

Solution of Position No. 1, Black to move and win—

27–32	6 1	1– 5	25 22	18–15	9 5
8 11	15–10	10 6	10–15	5 1	18–22
32–27	1 5	18–15	22 25	15–10	17 14
11 7	10– 6	21 17	15–18	1 5	1– 6
27–23	5 1	5– 1	25 21	10– 6	5 1
7 10	14–13	6 9	B wins	5 1	6– 2
22–26	1 5	15–18	———	14–10	1 5
A 10 6	6– 1	17 13	VAR. A.	1 5	22–17
26–31	5 9	18–15	30 25	6– 1	14 9
6 9	1– 5	9 14	23–18	5 9	B wins
31–26	9 13	1– 5	10 6	10–15	———
9 6	10–14	14 17	18–14	B 9 5	VAR. B.
26–22	13 9	15–10	6 1	15–18	9 14
6 10	14–18	17 22	26–30	5 9	1– 5
23–18	9 6	10–14	25 21	1– 5	21 17
10 6	18–15	22 25	30–25	9 6	5– 1
18–14	30 25	5– 1	1 5	18–15	17 13
6 1	15–18	25 22	25–22	21 17	1– 5
22–18	6 10	1– 6	5 1	5– 1	14 17
1 6	5– 1	22 25	22–18	6 9	15–10
18–15	25 21	6–10	1 5	15–18	B wins

Solution of Position No. 2, Black to move and win—

1– 5	10–15	18–14	27–24	19–24	10–15
8 11	23 27	24 19	32 28	32 28	16 20
5– 9	15–19	6–10	24–19	11–16	15–19
11 15	27 32	19 23	28 32	28 19	B wins
9–14	19–24	10–15	19–15	16–23	
15 11	32 28	23 27	32 28	12 8	
14–18	24–27	15–19	15–10	23–18	
11 16	28 32	27 32	28 24	8 4	
18–15	27–31	19–24	10– 6	18–14	
16 20	32 28	32 28	24 19	4 8	
15–11	31–27	24–27	14–10	6– 1	
20 24	28 32	28 24	19 24	8 11	
3– 7	27–23	27–32	10–15	14– 9	
24 19	32 28	24 28	24 28	13 6	
7–10	23–18	32–27	15–19	1–10	
19 23	28 24	28 32	28 32	11 16	

Solution of Position No. 3, either to move, White to win—

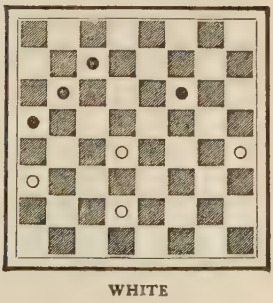
White to Move	Var. A.	Black to Move	Var. C.	Var. D.
18 15	24–28	6– 1	1– 5	9– 5
A 6– 1	23 27	18 15	14 10	10 6
14 9	6– 1	C 1– 6	24–28	27–32
24–28	14 10	14 10	23 19	19 23
23 19	28–32	6– 9	28–32	5– 1
1– 5	27 24	23 19	15 18	6 9
9 6	1– 5	24–27	32–27	32–28
B 28–32	10 6	15 18	10 6	23 27
19 24	W wins	D 27–32	27–32	W wins
5– 1		19 24	19 23	
24 19	Var. B.	9– 5	5– 1	
W wins	5– 1	10 14	6 9	
	6 10	32–28	W wins	
	W wins	24 27		
		W wins		

Solution of Position No. 4, Black to play and win; or White to play and draw—

Black to Play		White to Play	
	19–24		22–18
	32 27		31 27
28–24	24–28	31 27	28–24
32 28	27 32	23–19	27 31
24–20	18–22	27 31	18–23
28 32	31 27	19–24	31 26
22–18	22–26	32 27	Drawn
31 27	30 23	24–20	
23–19	28–24	27 32	
27 31	B wins		

The Move

An important element in checker play is the possession of the move. When a player "has the move" it means that if he goes right ahead, without exchanging any men, his adversary will either have to give him a piece or will be unable to move any further.



Having the move, refers only to positions in which the number of men on each side is equal. In the diagram in the margin, white has the move if it is his turn to play. By moving his man from 26 to 22, he will compel Black to sacrifice a piece.

The exchange of men changes the move. If the black man on 6 were on 5, the man on 9 could be exchanged

for the white man on 18, which would give Black the move, even if White did play 26 to 22.

In order to find out who has the move when the number of men on both sides are equal, count up all the pieces, black and white, standing upon the four vertical rows beginning on your side of the board with a black square; or count up the pieces on the four vertical rows beginning with a white square; but whichever you select, do not count any men upon the other.

If the last diagram is counted from the black squares nearer you, you will find five pieces on the black system. In the first vertical row, beginning at the left, one black man; in the second vertical row, two white men; in the third vertical row, one black man; and in the fourth vertical row, one white man, making five in all. The three other men are on your white system.

When the number thus found is odd, the player whose turn it is to move has the move. When it is even, his opponent has the move. After White has moved 26 to 22, the men upon the black system will be even, and as it will then be Black's move, he has not the move. If he could exchange without losing a man, he could take the move away from White.

THE LAW OF CHECKERS

1. The Standard board must be of light and dark squares, not less than fourteen inches nor more than sixteen inches across said squares.

2. The board shall be so placed that the bottom corner square, on the left hand, shall be black.

3. The Standard men, technically described as White and Black, must be light and dark (say white and red,

or yellow and black), turned, and round, not less than one inch, nor more than 1¼ inches in diameter.

4. The men shall be placed on the black squares.

5. The black men shall invariably be placed upon the real or supposed first twelve squares of the board, the white upon the last twelve squares.

6. Each player shall play alternately with the black men, and lots shall be cast for the color only once, viz., at the beginning of the play—the winner to have his choice of taking black or white.

7. The first play must *invariably* be made by the person having the black men.

8. At the end of five minutes [if the play has not been previously made], "Time" must be called by the person appointed for that purpose, and if the play is not completed in another minute, the game shall be adjudged lost through improper delay.

9. When there is only *one way* of taking *one or more* pieces. Time shall be called at the end of one minute, and if the play is not completed in another minute, the game shall be adjudged lost through improper delay.

10. Either player is entitled, on giving intimation, to arrange his own or his opponent's pieces. After the move has been made, however, if either player touch or arrange any piece without giving intimation to his opponent, he shall be cautioned for the first offense, and shall forfeit the game for any subsequent act of the kind.

11. After the pieces have been arranged, if the person whose turn it is to play *touch* one, he must either play it or forfeit the game. When the piece is not playable, he forfeits according to the preceding law.

12. If *any part* of a playable piece is moved over an angle of the square on which it is stationed, the move must be completed in *that* direction.

13. A capturing play, as well as an ordinary one, is completed whenever the hand has been withdrawn from the piece played, although one or more pieces should have been taken.

14. The Huff or Blow is to remove from the board, before one plays his own piece, any one of the adverse pieces that might or ought to have taken, but the Huff or Blow never constitutes a play.

15. The player has the power to *huff*, *compel the capture*, or *let the piece remain on the board*, as he thinks proper.

16. When a man first reaches any of the squares on the opposite extreme line of the board, it becomes a King, and can be moved backward or forward. The adversary must crown the new King, by placing a captured man on the top of it, before he makes his own move.

17. A player making a false or improper move forfeits the game to his opponent.

18. When taking, if either player removes one of his own pieces, *he* cannot replace it; but his *opponent* can either play or insist on the man being replaced.

19. A Draw is when neither of the players can force a Win. When one of the sides appears stronger than the other, the stronger is required to complete the Win, or to show a decided advantage over his opponent within forty of his own moves—to be counted from the point at which *notice* was given,—failing which, the game must be abandoned as Drawn.

20. Anything which may annoy or distract the attention of the player is strictly forbidden; such as making signs or sounds, pointing or hovering over the board, unnecessarily delaying to move a piece touched, or smoking. Any *principal* so acting, after having been warned and requested to desist, shall forfeit the game.

21. While a game is pending, neither player is permitted to leave the room without giving a sufficient reason, or receiving the other's consent or company.

22. A player committing a breach of any of these laws must submit to the penalty, which his opponent is equally bound to exact.

23. Any spectator giving warning, either by sign, sound, or remark, on any of the games, whether played or pending, shall be ordered from the room.

24. Should any dispute occur, not satisfactorily determined by the preceding laws, a *written statement of facts* must be sent to a disinterested arbiter having a knowledge of the game, whose decision shall be final.

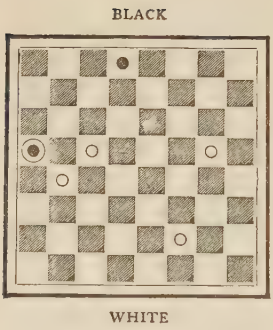
Match Play

In important matches it is now the rule to draw or select certain standard openings and insist that each of the two players shall take the black men and play that opening, so that if A plays Old 14th in one game, his opponent must play it in the next.

Polish Draughts

This differs from the ordinary game in allowing men to capture backward, although they can move forward only. If a man arrives at the king row after jumping over a man, and goes backward to jump over another man on the same move, he does not get a crown and is not a king. To become a king he must stop on the king row for the time between moves.

Kings have the special privilege of moving any distance in a straight line and of capturing any piece that has a



vacant square immediately beyond it. In jumping over a captured piece, the king need not stop on the square immediately beyond, but can go on as far as his way is not blocked, and may turn the corner to capture another piece if it offers. The king in the margin could capture all four of the white men on the board in one move, by turning continually to the left.

Devil and Tailors

This is played with four white men opposed to one black one. The player with the white men ranges them along the edge of the board nearer to him, while the devil may be placed on any of the four squares on the opposite edge. White and black move alternately, white playing first, one square at a time.

There are no jumps or captures, the object of the game being for the white men to pin in the black man so that he cannot move. While the white men can go forward only, the black man can move backward or forward in his efforts to escape. Once he gets through the white men, the game is his.

CHESS

CHESS is a game for two players, who have between them a board divided into sixty-four squares, alternately light and dark. The right-hand corner of the board nearer the player must be a light colored square.

Each player is provided with sixteen men, eight of which are pieces and eight pawns. The men belonging to one side are called the black men, and the others are the white men. The names of the various pieces, and the signs by which they are represented in all chess diagrams, are as follows—

 King.

 Queen.

 Rook, or castle.

 Bishop.

 Knight.

 Pawn.

The fighting value of these pieces is usually estimated as follows—

A King is worth $4\frac{1}{2}$ pawns.
A Queen is worth 15 pawns.
A Rook is worth $9\frac{1}{2}$ pawns.
A Bishop is worth $5\frac{1}{4}$ pawns.
A Knight is worth $3\frac{1}{2}$ pawns.

The choice of men for the first game is drawn for. Two pawns of different colors are concealed, one in each hand, and the choice is offered to one of the players.

Whichever color he gets is the color of the men with which he plays the first game. After that, each takes the white men alternately.

The pieces are then set up on the board in the following position—

BLACK.



WHITE.

It should be observed that each queen must stand on her own color, and pieces of the same denomination must be opposite each other. The player with the white men always has the first move.

The object of the game is to place the adverse king in such a position that he could not escape capture if he were a capturable piece. But the king is the only piece on the board that cannot be captured. When he is in such a position that he would be in danger of capture on the next move if he were not a king, the adversary says "check," and the king must either move out of

check, or interpose some piece to shield himself, or take the attacking piece. If he cannot do any of these things, he is "mated" and loses the game. If neither can mate the other, the game is drawn.

The whole strategy of the game turns upon this attack and defense of the king. Each piece has a "move" peculiar to itself and, with the exception of the pawns, any piece can capture and remove from the board any one of the opponent's pieces that it finds in its path; not by jumping over it, but by occupying the square on which the captured piece stood. It is not compulsory to capture a piece except when there is no other way of getting out of check.

The Moves



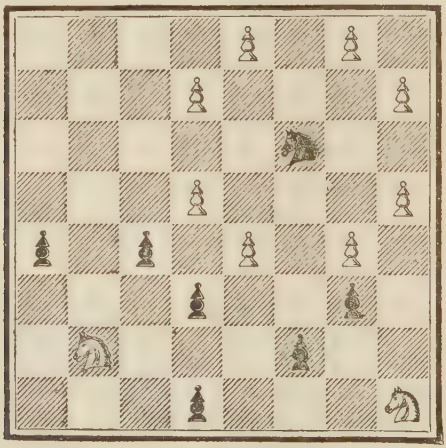
The pawns move only in one direction, straight forward, one square at a time, except that when they first leave their original position they have the privilege of moving forward two squares instead of one if they wish to do so. If another piece is directly in the path of a pawn, it cannot move forward, but if there is an opposing piece diagonally in front of the pawn to the right or left, that piece may be captured by the pawn, and removed from the board, the pawn taking its place. This, of course, takes the pawn off its original line of advance and it must thereafter pursue the new line straight forward, unless it makes other captures.

After a pawn has crossed the middle of the board, it is called a "passed pawn," and should an opponent's pawn attempt to pass it on the file to the right or left by moving two squares at a time, the passed pawn could capture it *en passant*, removing it from the board and taking the position that the adverse pawn would have occupied had it moved only one square instead of two.

Should a pawn succeed in reaching any square on the last row, where it can go no farther, it may be exchanged for any piece that the player may name, except a king, even if the piece named, such as a queen, is still on the board. As a queen is the piece usually asked for, this is called "queening the pawn."

The knight has a movement peculiar to itself, as it is the only piece that can jump over the heads of other pieces, and always changes the color of the square upon which it stands. The nearer to the middle of the board the knight stands, the wider its range of attack. The black knight in the diagram commands all the eight white pawns that surround it, and could be moved to any of those squares. Either of the white knights could be moved to the squares occupied by the black pawns nearer to it.

BLACK.



WHITE.

The strength of the knight lies in the fact that it can attack a piece while safe from attack itself. The knight is the only piece that can be moved from its place at the beginning of the game without first moving a pawn.



The bishop can move any number of squares at a time, forward or backward; but it can never leave the color upon which it originally stood, so that all its movements are diagonal, and it can go only as far as it has a clear path, not being allowed to jump over anything.



The rooks, or castles, can move any number of squares at a time, forward or backward, along any row or file that is open; but they cannot move diagonally nor jump over anything.



The queen combines the movements of the rook and bishop, as she can move any number of squares at a time, forward or backward, along any diagonal, row, or file; but she cannot jump over anything.



The movement of the king is the same as that of the queen, but he cannot move more than one square at a time in any direction. While the king can capture any piece that he finds in his path, he cannot himself be captured; therefore he cannot move to a square which would expose him to attack from an adverse piece or pawn. This is called moving into check. For the same reason, the kings cannot approach within one square of each other.

Castling

If the pieces standing between the king and the rook, on either side, have been moved away, so that the space is clear, the player is allowed to move the king two squares toward the rook, and to place the rook on the other side of the king, provided neither of the pieces has been moved,

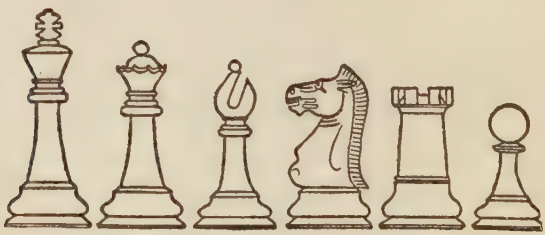
and also provided that the king does not pass over any square which is attacked by an adverse piece. A king cannot castle to get out of check.

The following diagram shows the position after the black king has castled with the queen's rook—

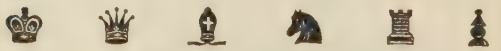
BLACK.



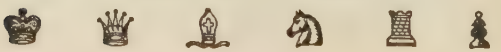
The following diagram will give one an idea of the appearance of the actual men, as they appear on the chess-board, compared to the types used to identify them in print—



KING. QUEEN. BISHOP. KNIGHT. ROOK. PAWN.



CHESS TYPES, FOR DIAGAMS.



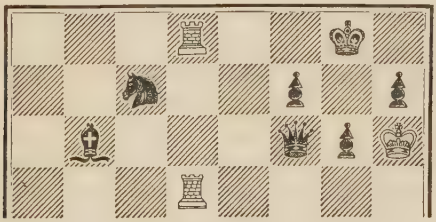
This is what is called the Staunton model, made in various sizes to fit the board upon which they are to be used. The sets are distinguished by the height of the king in inches, the largest size being a five-inch king, which has a two-inch base, and requires a board twenty-four inches square to play upon. A 3½ inch king is quite large enough for ordinary purposes.

The Mates

When the adversary places a piece so that it attacks the king, he must say "check." When the king is in check, it must either move out of check, interpose a piece to shield it, or capture the attacking piece. If he cannot do this, it is "checkmate" and the game is lost.

The following diagram shows a simple form of checkmate—

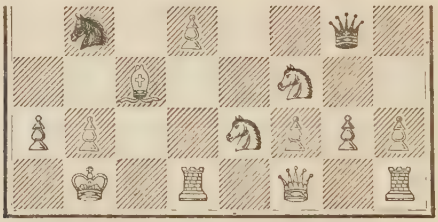
BLACK.



Check has just been given by the white rook. The black king cannot move out of check from the rook without going within one square of the adverse king, which is not allowed. Black can interpose the knight or take the rook with the queen. If the knight is interposed, the rook captures it, repeating the check, and giv-

ing mate. If the queen takes the rook, the other white rook takes the queen, and the interposition of the knight then postpones the mate only one more move.

Smothered mate is always the result of the final check being given by a knight, when the king is so smothered up by his own pieces that he cannot move. In the following diagram, the black queen gives check by moving two squares to the left—



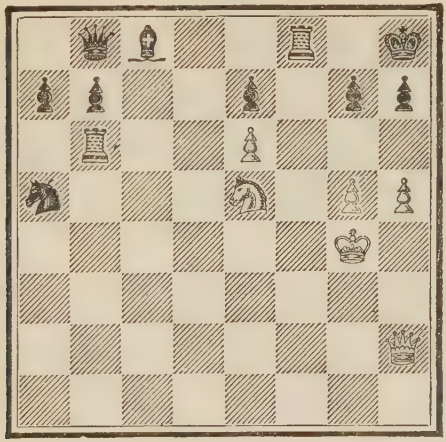
WHITE.

The king moves into the corner, and the black knight gives check, forcing the king back again. The knight then goes to the edge of the board, making a double check from knight and queen. The only way out of a double check is to move, so the king goes back in the corner again; because if he went the other way, the queen would mate at once. The queen comes down alongside the king, check, protected by the knight. The white rook takes the queen, and then the knight checks again, and the smothered king is mated.

Perpetual check is a common method of securing a drawn game. It is usually resorted to by the player whose forces are so reduced that he cannot win. Although he is unable to mate the other king, he can prevent being mated himself by perpetually checking.

In the following position, White threatens mate by checking with the knight:

BLACK.



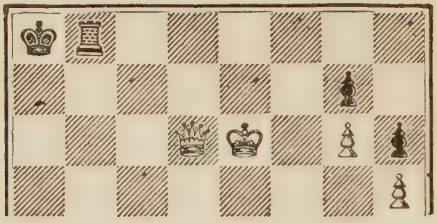
WHITE.

If the pawn takes the knight, the white pawn will retake, discovering check from the queen, and mate next move. To avoid this, the black king moves, and the knight takes the black pawn, giving check again. There is nothing for the black king but to go back to the corner, and the knight repeats the check. These two checks can obviously be kept up indefinitely, so that White draws the game by perpetual check.

A stalemate is when the king is not in check, but cannot move without going into check, and has no other piece on the board free to move instead of the king. In the following position, if it were white's move he could mate at once with the queen; but the black rook moves

forward two squares, so as to pin the queen, which cannot move without putting her own king in check, which is not allowed.

BLACK.



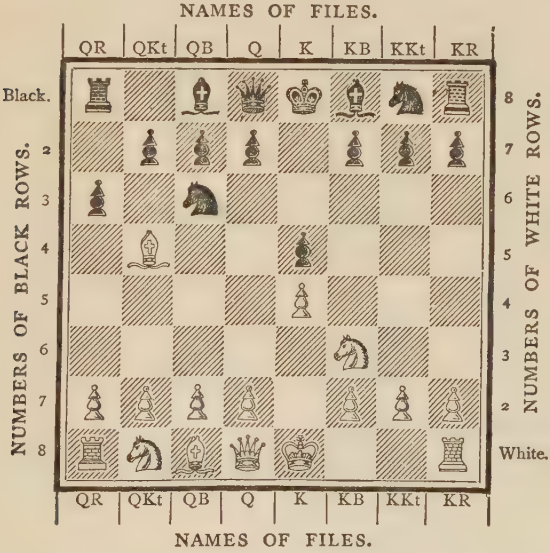
White must take the rook or lose his queen. If he takes the rook, black draws the game by stalemate; because he cannot move his king without going into check, and there is no other piece he can move. Stalemate is always a drawn game.

Chess Notation

The squares which run vertically from the player to the other side of the board are called "files," and each file takes its name from the piece standing upon it. The squares running horizontally are called "rows."

In describing the movement of pieces, or in recording games, the name of the file and the number of the row indicate the square to which the piece is moved. The piece which is moved is indicated by its initials; the bishops, knights, and rooks being distinguished one from the other by prefixing the initial K or Q, according to the side of the board on which the piece originally stood, King's side, or Queen's side. The KB means that bishop that stood next the king, and KB–QB4, would mean that

the king's bishop was moved to the queen's bishop's file, fourth row. The following diagram will show how every square on the board can be indicated by this combination of initials and figures:



In order to distinguish the White's moves from the Black's, they are always written together, the White above the line and the Black below. The position shown in the diagram was arrived at by these moves:

$$1\,\frac{\text{P–K4}}{\text{P–K4}} \qquad 2\,\frac{\text{Kt–KB3}}{\text{Kt–QB3}} \qquad 3\,\frac{\text{B–QKt5}}{\text{P–QR3}}$$

It is not necessary to specify which Kt or B was the one moved, if only one can reach the square named.

Openings

The following are the standard openings of the game that are given in all the text-books:

Allgaier Gambit:—

1	2	3	4
P–K4 / P–K4	P–KB4 / P x P	Kt–KB3 / P–KKt4	P–KR4 / P–Kt5

Boden-Kieseritzky Gambit:—

1	2	3	4
P–K4 / P–K4	B–B4 / Kt–KB3	Kt–KB3 / Kt x P	Kt–B3 / Kt x Kt

Berlin Defence:—

1	2	3	4
P–K4 / P–K4	B–B4 / Kt–KB3	Q–K2 / Kt–QB3	P–QB3 / B–B4

Blackmar Gambit:—

1	2	3	4
P–Q4 / P–Q4	P–K4 / P x P	P–KB3 / P x P	Kt x P / B–B4

Calabrese Counter Gambit:—

1	2	3	4
P–K4 / P–K4	B–B4 / P–KB4	P–Q3 / Kt–KB3	P–B4 / P–Q4

Centre Gambit:—

1	2	3	4
P–K4 / P–K4	P–Q4 / P x P	Q x P / Kt–QB3	Q–K3 / B–Kt5 ch

Centre Counter Gambit:—

1	2	3	4
P–K4 / P–Q4	P x P / Q x P	Kt–QB3 / Q–Q sq	P–Q4 / Kt–KB3

Classical Defence, to K. B. opening:—

1	2	3	4
P–K4 / P–K4	B–B4 / B–B4	P–QB3 / Kt–KB3	P–Q4 / P x P

Cunningham Gambit:—

1	2	3	4
P–K4 / P–K4	P–KB4 / P x P	Kt–KB3 / B–K2	B–B4 / B–R5 ch

Cochrane Gambit:—

1	2	3	4
P–K4 / P–K4	P–KB4 / P x P	Kt–KB3 / P–KKt4	B–B4 / P–Kt5

Danish Gambit:—

1	2	3	4
P–K4 / P–K4	P–Q4 / P x P	P–QB3 / P x P	B–QB4 / Kt–KB3

English Opening:—

1	2	3	4
P–QB4 / P–QB4	P–B4 / P–B4	P–Q3 / Kt–KB3	Kt–QB3 / P–Q3

Evans' Gambit:—

1	2	3	4
P–K4 / P–K4	Kt–KB3 / Kt–QB3	B–B4 / B–B4	P–QKt4 / B x KtP

Evans' Gambit Declined:—

1	2	3	4
P–K4 / P–K4	Kt–KB3 / Kt–QB3	B–B4 / B–B4	P–QKt4 / B–Kt3

Fianchetto Opening:—

1	2	3	4
P–K3 / P–K4	P–QB4 / Kt–KB3	Kt–QB3 / P–Q4	P x P / Kt x P

Fianchetto Defence:—

1	2	3	4
P–K4 / P–QKt3	P–Q4 / P–K3	B–Q3 / B–Kt2	Kt–K2 / Kt–KB3

Four Knights:—

1	2	3	4
P–K4 / P–K4	Kt–KB3 / Kt–QB3	Kt–B3 / Kt–B3	B–Kt5 / B–Kt5

French Defence:—

1	2	3	4
P–K4 / P–K3	P–Q4 / P–Q4	Kt–QB3 / Kt–KB3	B–KKt5 / B–K2

From Gambit:—

1	2	3	4
P–KB4 / P–K4	P x P / P–Q3	P x P / B x P	Kt–KB3 / Kt–KB3

Giuoco Piano:—

1	2	3	4
P–K4 / P–K4	Kt–KB3 / Kt–QB3	B–B4 / B–B4	P–B3 / Kt–B3

Greco-Counter Gambit:—

1	2	3	4
P–K4 / P–K4	Kt–KB3 / P–KB4	Kt x P / Q–B3	P–Q4 / P–Q3

Hamppe-Allgaier Gambit:—

1	2	3	4
P–K4 / P–K4	Kt–QB3 / Kt–QB3	P–B4 / P x P	Kt–B3 / P–KKt4

Hungarian Defence:—

1	2	3	4
P–K4 / P–K4	Kt–KB3 / Kt–QB3	B–B4 / B–K2	P–Q4 / P–Q3

Irregular Openings:—

1 P–K4 / P–K4	2 P–QB3 / P–Q4	3 Kt–B3 / P x P	4 Kt x P / B–Q3
1 P–K4 / P–Q3	2 P–Q4 / Kt–KB3	3 B–Q3 / Kt–QB3	4 P–QB3 / P–K4
1 P–K4 / P–QB3	2 P–Q4 / P–Q4	3 P x P / P x P	4 B–Q3 / Kt–QB3
1 P–K4 / Kt–QB3	2 P–Q4 / P–K4	3 P x P / Kt x P	4 P–KB4 / Kt–Kt3

Jerome Gambit:—

1 P–K4 / P–K4	2 Kt–KB3 / Kt–QB3	3 B–B4 / B–B4	4 B x P ch / K x B

Kieseritzky Gambit:—

1 P–K4 / P–K4	2 P–KB4 / P x P	3 Kt–KB3 / P–KKt4	4 P–KR4 / P–Kt5

King's Bishop's Gambit:—

1 P–K4 / P–K4	2 P–KB4 / P x P	3 B–B4 / Q–R5 ch	4 K–B sq / B–B4

King's Bishop's Pawn Game:—

1 P–KB4 / P–K3	2 Kt–KB3 / Kt–KB3	3 P–K3 / B–K2	4 B–K2 / P–QKt3

King's Knight Opening. Irregular Defences:—

1 P–K4 / P–K4	2 Kt–KB3 / P–KB3	3 Kt x P / Q–K2	4 Kt–KB3 / P–Q4
1 P–K4 / P–K4	2 Kt–KB3 / Q–B3	3 Kt–B3 / P–B3	4 P–Q4 / P x P

King's Knight Opening. Irregular Defences:—*Continued*

1 P–K4 / P–K4	2 Kt–KB3 / B–Q3	3 B–B4 / Kt–KB3	4 P–Q4 / Kt–B3
1 P–K4 / P–K4	2 Kt–KB3 / B–B4	3 Kt x P / Q–K2	4 P–Q4 / B–Kt3

King's Gambit:—

1 P–K4 / P–K4	2 P–KB4 / P x P	3 P–Q4 / Q–R5 ch	4 K–K2 / P–Q4
1 P–K4 / P–K4	2 P–KB4 / P x P	3 P–KR4 / P–Q4	4 P x P / Q x P
1 P–K4 / P–K4	2 P–KB4 / P x P	3 Kt–KB3 / P–KKt4	4 B–B4 / B–Kt2
1 P–K4 / P–K4	2 P–KB4 / P x P	3 P–KR4 / B–K2	4 Kt–KB3 / Kt–KB3

King's Gambit Declined:—

1 P–K4 / P–K4	2 P–KB4 / P–Q4	3 P x QP / Q x P	4 Kt–QB3 / Q–K3

Max Lange's Attack:—

1 P–K4 / P–K4	2 Kt–KB3 / Kt–QB3	3 B–B4 / B–B4	4 Castles / Kt–B3

Muzio Gambit:—

1 P–K4 / P–K4	2 P–KB4 / P x P	3 Kt–KB3 / P–KKt4	4 B–B4 / P–Kt5

Petroff's Counter Attack:—

1 P–K4 / P–K4	2 Kt–KB3 / Kt–KB3	3 Kt x P / P–Q3	4 K–KB3 / Kt x P

Philidor's Defence:—

1 P–K4 / P–K4	2 Kt–KB3 / P–Q3	3 P–Q4 / P x P	4 Kt x P / P–Q4

Pierce Gambit:—

1 P–K4 / P–K4	2 Kt–QB3 / Kt–QB3	3 P–B4 / P x P	4 Kt–B3 / P–KKt4

Queen's Pawn Counter Gambit:—

1 P–K4 / P–K4	2 Kt–KB3 / P–Q4	3 P x P / B–Q3	4 P–Q4 / P–K5

Queen's Gambit:—

1 P–Q4 / P–Q4	2 P–QB4 / P x P	3 P–K3 / P–K4	4 B x P / P x P
1 P–Q4 / P–Q4	2 P–QB4 / P x P	3 P–K4 / P–K4	4 P–Q5 / P–KB4
1 P–Q4 / P–Q4	2 P–QB4 / P x P	3 Kt–KB3 / P–K3	4 P–K3 / Kt–KB3

Queen's Pawn Game:—

1 P–Q4 / P–Q4	2 P–K3 / P–K3	3 Kt–KB3 / Kt–KB3	4 B–K2 / B–K2

Ruy Lopez:—

1 P–K4 / P–K4	2 Kt–KB3 / Kt–QB3	3 B–Kt5 / P–QR3	4 B–R4 / Kt–B3

Salvio Gambit:—

1	2	3	4
P–K4	P–KB4	Kt–KB3	B–B4
P–K4	P x P	P–KKt4	P–Kt5

Scotch Game:—

1	2	3	4
P–K4	Kt–KB3	P–Q4	Kt x P
P–K4	Kt–QB3	P x P	B–B4

Sicilian Defence:—

1	2	3	4
P–K4	Kt–QB3	Kt–B3	P–Q4
P–QB4	Kt–QB3	P–K3	P x P

Staunton's Opening:—

1	2	3	4
P–K4	Kt–KB3	P–B3	P–Q4
P–K4	Kt–QB3	P–B4	P–Q3

Steinitz Gambit:—

1	2	3	4
P–K4	Kt–QB3	P–KB4	P–Q4
P–K4	Kt–QB3	P x P	Q–R5 ch

Three Knights' Game:—

1	2	3	4
P–K4	Kt–KB3	Kt–B3	P–Q4
P–K4	Kt–KB3	P–Q3	P x P

Two Knights' Defence:—

1	2	3	4
P–K4	Kt–KB3	B–B4	Kt–Kt5
P–K4	Kt–QB3	Kt–B3	P–Q4

Vienna Opening:—

1	2	3	4
P–K4	Kt–QB3	P–B4	Kt–B3
P–K4	B–B4	P–Q3	Kt–KB3

Zukertort's Opening:—

1 Kt–KB3 / P–K3	2 P–Q4 / Kt–KB3	3 P–K3 / P–QKt3	4 B–K2 / B–Kt2

When one player is strong enough to give the other odds, these odds usually take the form of the first move, combined with a pawn, or a piece without the move. The following are the accepted openings:

Pawn and Move:—

1 P–K4 / P–K3	2 P–Q4 / P–Q4	3 Q–R5 ch / P–KKt3	4 Q–K5 / Kt–KB3
1 P–K4 / P–Q3	2 P–Q4 / Kt–KB3	3 Kt–QB3 / Kt–B3	4 P–Q5 / Kt–K4
1 P–K4 / Kt–QB3	2 P–Q4 / P–Q4	3 P–K5 / B–B4	4 B–QKt5 / Q–Q2
1 P–K4 / Kt–QB3	2 P–Q4 / P–Q4	3 P x P / Kt x P	4 P–KB4 / Kt–B2

Pawn and Two Moves:—

1 P–K4 /	2 P–Q4 / P–K3	3 B–Q3 / P–B4	4 P–Q5 / P–Q3
1 P–K4 /	2 P–Q4 / P–K3	3 P–QB4 / P–B4	4 P–Q5 / P–Q3
1 P–K4 /	2 P–Q4 / P–Q3	3 P–KB4 / P–K3	4 B–Q3 / Kt–K2
1 P–K4 /	2 P–Q4 / Kt–QB3	3 P–Q5 / Kt–K4	4 P–KB4 / Kt–B2

Odds of Queen's Knight:—

1 P–K4 / P–K4	2 Kt–B3 / P–Q4	3 P x P / P–K5	4 Kt–K5 / Q x P
1 P–K4 / P–K4	2 P–KB4 / P–Q4	3 P x QP / Q x P	4 Kt–B3 / P–K5

Odds of King's Knight:—

1 P–K4 / P–K4	2 B–B4 / P–QB3	3 Kt–B3 / Kt–B3	4 P–Q4 / P–Q4
1 P–K4 / P–K4	2 B–B2 / Kt–KB3	3 P–Q2 / B–B4	4 o–o / o–o

Endings

There are two endings which are extremely difficult for any player to win if he has not mastered the theory of them. These are the one with two bishops and a king against a king; and with a bishop, knight, and king against a king.

If the two white bishops are placed on KB4 and KB5, the white king on KB6, and the black king on its own square, the mate may be given in six moves, as follows:

1 B–B7 / K–B sq	2 B–Q7 / K–Kt sq	3 K–Kt6 / K–B sq
4 B–Q6 ch / K–Kt sq	5 B–K6 ch / B–K6 ch	6 B–K5 mate

If it is knight and bishop, place the black king on his own square, as before, the white king at KB6; white bishop at KB5, and white knight at KKt5. The secret

is to drive the black king into a corner of the same color as that upon which the attacking bishop stands.

1 Kt–B7 ch / K–Kt sq	2 B–K4 / K–B sq	3 B–R7 / K–K sq	4 Kt–K5 / K–B sq
5 Kt–Q7 ch / K–K sq	6 K–K6 / K–Q sq	7 K–Q6 / K–K sq	8 B–K6 ch / K–Q sq
9 K–B6 / K–B sq	10 B–B7 / K–Q sq	11 Kt–Kt7 ch / K–B sq	12 K–B6 / K–Kt sq
13 K–Kt6 / K–B sq	14 B–K6 ch / K–Kt sq	15 Kt–B5 / K–R sq	16 B–Q7 / K–Kt sq
17 Kt–R6 ch / K–R sq	18 B–B6 mate		

The black king may vary his defence at the fourth move by going on to the queen's square, instead of to the king's bishop's square. In that case, White wins as follows:

5 K–K6 / K–B2	6 Kt–Q7 / K–B3	7 B–Q3 / K–B2	8 B–Kt5 / K–Q's
9 Kt–K5 / K–B2	10 Kt–B4 / K–Q sq	11 K–Q6 / K–B sq	12 Kt–R5 / K–Q sq
13 Kt–Kt7 ch / K–B sq	14 K–B6 / K–Kt sq	15 Kt–Q6 / K–R2	16 K–B7 / K–R sq
17 B–B4 / K–R2	18 Kt–B8 ch / K–R sq	19 B–Q5 mate	

There are a great many "pawn endings" which require careful study if one wishes to become an expert; but they are too numerous and complicated for a work of this kind.

CODE OF CHESS LAWS.

ADOPTED BY THE FIFTH AMERICAN CHESS CONGRESS

Definitions of Terms Used.—Whenever the word "*Umpire*" is used herein, it stands for any Committee having charge of Matches or Tournaments, with power to determine questions of chess-law and rules; or for any duly appointed Referee, or Umpire; for the bystanders, when properly appealed to; or for any person, present or absent, to whom may be referred any disputed questions; or for any other authority whomsoever having power to determine such questions.

When the word "*move*" is used it is understood to mean a legal move or a move to be legally made according to these laws.

When the word "*man*" or "*men*" is used, it is understood that it embraces both Pieces and Pawns.

The Chess-Board and Men.—The Chess-board must be placed with a white square at the right-hand corner.

If the Chess-board be wrongly placed, it cannot be changed during the game in progress after a move shall have been made by each player, provided the men were correctly placed upon the board at the beginning, *i. e.*, the Queens upon their own colors.

A deficiency in number, or a misplacement of the men, at the beginning of the game, when discovered, annuls the game.

The field of the Standard Chess-board shall be twenty-two inches square.

The Standard Chess-men shall be of the improved Staunton Club size and pattern.

First Move and Color.—The right of first move must be determined by lot.

The player having the first move must always play with the white men.

The right of move shall alternate, whether the game be won, lost or drawn.

The game is legally begun when each player shall have made his first move.

Whenever a game shall be annulled, the party having the move in that game shall have it in the next game. An annulled game must be considered, in every respect, the same as if it had never been begun.

Concessions.—The concession of an indulgence by one player does not give him the right of a similar, or other, indulgence from his opponent.

Errors.—If, during the course of the game, it be discovered that any error or illegality has been committed, the moves must be retraced and the necessary correction made, without penalty. If the moves cannot be correctly retraced, the game must be annulled.

If a man be dropped from the board and moves made during its absence, such moves must be retraced and the man restored. If this cannot be done, to the satisfaction of the Umpire, the game must be annulled.

Castling.—The King can be Castled only:

When neither the King nor the Castling Rook has been moved, and

When the King is not in check, and

When all the squares between the King and Rook are unoccupied, and

When no hostile man attacks the square on which the King is to be placed, or the square he crosses.

In Castling, the King must be first moved.

The penalty of moving the King prohibits Castling.

En Passant.—Taking the Pawn "*en passant*," when the only possible move, is compulsory.

Queening the Pawn.—A pawn reaching the eighth square must be at once exchanged for any piece (except the King) that the player of the Pawn may elect.

Check.—A player falsely announcing "check," must retract the move upon which the announcement was based and make some other move, or the move made must stand at the option of the opponent.

No penalty can be enforced for any offence committed against these rules in consequence of a false announcement of "check," nor in consequence of the omission of such announcement, when legal "check" be given.

"*J'adoube.*"—"J'adoube," "I adjust," or words to that effect, cannot protect a player from any of the penalties imposed by these laws, unless the man or men touched, obviously *need* adjustment, and unless such notification be distinctly uttered *before* the man, or men, be touched, and only the player whose turn it is to move is allowed so to adjust.

The hand having once quitted the man, but for an instant, the move must stand.

Men overturned or displaced accidentally may be replaced by either player, without notice.

A wilful displacement, or overturning of any of the men, forfeits the game.

Penalties.—Penalties can be enforced only at the time an offence is committed, and before any move is made thereafter.

A player touching one of his men, when it is his turn to play, must move it. If it cannot be moved he must move his King. If the King cannot move, no penalty can be enforced.

For playing two moves in succession, the adversary may elect which move shall stand.

For touching an adversary's man, when it cannot be captured, the offender must move his King. If the King cannot move, no other penalty can be enforced. But if the man touched can be legally taken, it must be captured.

For playing a man to a square to which it cannot be legally moved, the adversary, at his option, may require him to move the man legally, or to move the King.

For illegally capturing an adversary's man, the offender must move his King, or legally capture the man, as his opponent may elect.

For attempting to Castle illegally, the player doing so must move either the King or Rook, as his adversary may dictate.

For touching more than one of the player's own men, he must move either man that his opponent may name.

For touching more than one of the adversary's men, the offender must capture the one named by his opponent, or if *either* cannot be captured, he may be required to move the King or capture the man which can be taken, at the adversary's option; or, if *neither* can be captured, then the King must be moved.

A player moving into check may be required, by the opposing player, either to move the King elsewhere, or replace the King and make some other move—but such other move shall not be selected by the player imposing the penalty.

For discovering check on his own King, the player must either legally move the man touched, or move the King at his adversary's option. In case neither move can be made, there shall be no penalty.

While in check, for touching or moving a man which does not cover the check, the player may be required to

cover with another piece, or move the King, as the opposing player may elect.

Touching the Squares.—While the hand remains upon a man, it may be moved to any square that it commands, except such squares as may have been touched by it during the deliberation on the move; but if all the squares which it commands have been so touched, then the man must be played to such of the squares as the adversary may elect.

Counting Fifty Moves.—If, at any period during a game, either player persist in repeating a particular check, or series of checks, or persist in repeating any particular line of play which does not advance the game; or if "*a game-ending*" be of doubtful character as to its being a win or a draw, or if a win be possible, but the skill to force the game questionable, then either player may demand judgment of the Umpire as to its being a proper game to be determined as drawn at the end of fifty additional moves, on each side; or the question: "Is, or is not the game a draw?" may be, by mutual consent of the players, submitted to the Umpire at any time. The decision of the Umpire, in either case, to be final.

And whenever fifty moves are demanded and accorded, the party demanding it may, when the fifty moves have been made, claim the right to go on with the game, and thereupon the other party may claim the fifty move rule, at the end of which, unless mate be effected, the game shall be decided a draw.

Stale-Mate.—A stale-mate is a drawn game.

Time Limit.—The penalty for exceeding the time limit is the forfeiture of the game.

It shall be the duty of each player, as soon as his move be made, to stop his own register of time and start that of his opponent, whether the time be taken by clocks,

sand-glasses, or otherwise. No complaint respecting an adversary's time can be considered, unless this rule be strictly complied with. But nothing herein is intended to affect the penalty for exceeding the time limit as registered.

Abandoning the Game.—If either player abandon the game by quitting the table in anger, or in any otherwise offensive manner; or by momentarily resigning the game; or refuses to abide by the decision of the Umpire, the game must be scored against him.

If a player absent himself from the table, or manifestly ceases to consider his game, when it is his turn to move, the time so consumed shall, in every case, be registered against him.

Disturbance.—Any player wilfully disturbing his adversary shall be admonished; and if such disturbance be repeated, the game shall be declared lost by the player so offending, provided the player disturbed then appeals to the Umpire.

The Umpire.—It is the duty of the Umpire to determine all questions submitted to him according to these laws, when they apply, and according to his best judgment when they do not apply.

No deviation from these laws can be permitted by an Umpire, even by mutual or general consent of the players, after a match or tournament shall have been commenced.

The decision of the Umpire is final, and binds both and all the players.

Rules for Playing the Game at Odds

I. In games where one player gives the odds of a piece, or "the exchange," or allows his opponent to count drawn games as won, or agrees to check-mate with a particular man, or on a particular square, he has the right to choose the men, and to move first, unless an arrangement to the contrary is agreed to between the combatants.

II. When the odds of Pawn and one move, or Pawn and more than one move are given, the Pawn given must be the King's Bishop's Pawn when not otherwise previously agreed on.

III. When a player gives the odds of his King's or Queen's Rook, he must not Castle (or more properly speaking leap his King) on the side from which the Rook is removed, unless before commencing the game or match he stipulates to have the privilege of so doing.

IV. When a player undertakes to give check-mate with one of his Pawns, or with a particular Pawn, the said Pawn must not be converted into a piece.

V. When a player accepts the odds of two or more moves, he must not play any man beyond the fourth square, *i. e.*, he must not cross the middle line of the board, before his adversary makes his first move. Such several moves are to be collectively considered as the first move of the player accepting the odds.

VI. In the odds of check-mating on a particular square it must be the square occupied by the King mated, not by the man giving the mate.

VII. The player who undertakes to win in a particular manner, and either draws the game, or wins in some other manner, must be adjudged to be the loser.

In all other respects, the play in games at odds must be governed by the regulations before laid down.

RULES FOR PLAYING CORRESPONDENCE AND CONSULTATION GAMES

I. In playing a game by correspondence or in consultation, the two parties shall always agree beforehand in writing or otherwise as to the persons who are to take part in the contest, as to the time and mode of transmitting the moves, as to the penalties to be inflicted for any breach of the contract, and as to the umpire or referee.

II. In games of this description each party is bound by the move dispatched; and in this connection the word move refers to what is intelligibly written, or delivered *viva voce*.

In any game the announcement of a move which does not include the actual transfer of a man from one square to another, shall be considered as a move not intelligibly described within the meaning of this section.

III. Each party must be bound by the move communicated in writing, or by word of mouth, to the adversary whether or not it be made on the adversary's board. If the move so communicated should prove to be different from that actually made on the party's own board, the latter must be altered to accord with the former.

IV. If either party be detected in moving the men when it is not their turn to play, or in moving more than one man (except in castling) when it is their turn to play, they shall forfeit the game, unless they can show that the man was moved for the purpose of adjusting or replacing it.

V. If either party has, accidentally or otherwise, removed a man from the board, which has not been cap-

tured in the course of the game, and made certain moves under the impression that such man was no longer in play, the moves must stand, but the man may be replaced whenever the error is discovered.

VI. If either party permit a bystander to take part in the contest, that party shall forfeit the game.

CHINESE FAN TAN

A BANKING game, in which a card is placed on the table with the corners numbered, as shown in the margin. If the players put their money on a corner, it is a bet upon the single number; if on the edge, it is bet upon the two numbers between which the bet is placed, as against the two on the opposite side of the card.



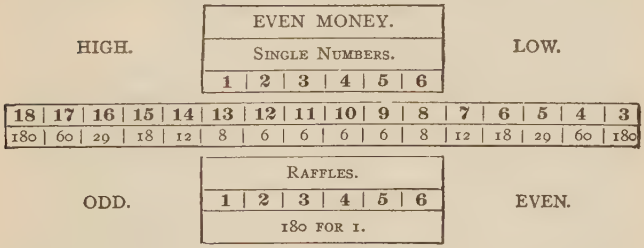
The banker takes a handful of beans or small counters of any kind from a bowl, places them on the table, and counts them off, four at a time, with a little stick. The number left at the end decides the bets. If the counters run out in even fours, 4 wins. Sometimes the beans to be counted are withdrawn before the bets are placed and counted afterward, being covered in the meantime.

Bets on a single number pay 3 for 1. Bets on the edge, double numbers, pay even money.

CHUCK LUCK

Or Sweat

THIS is a dice game, sometimes mistakenly called hazard. Three dice are thrown on a layout, upon which appear the various chances that the players may bet upon, and the odds that will pay them if they win:



Bets on single numbers refer to the face of the dice when they are cast. If the number bet upon comes up on any of the three dice, it is paid, even money. If it comes up on two dice, it pays double; but if the three dice are alike it is a "raffle" and the banker takes all the bets on the layout except those on raffles.

All throws from 11 to 18 are "high." Throws from 3 to 10 are "low." These, together with "odd" and "even," pay even money.

CINCH

Double Pedro, or High Five

FOUR players, two being partners against the others. Fifty-two cards, which rank A K Q J 10 9 8 7 6 5 4 3 2; except that the 5 of the same color as the trump suit, "left pedro," is a trump, and ranks between the 5 and 4 of the trump suit. Highest cut deals the first hand; ace is high. Nine cards to each player, 3 at a time. No trump turned.

Game is 51 points, 14 of which are made in every deal. The points are 1 each for the ace, deuce, jack, and ten of trumps, and 5 each for the "right" and "left" pedros, which are the 5 of the trump suit and the 5 of the same color. Everything counts for the side winning it.

Players bid in turn, beginning with the eldest hand, for the privilege of naming the trump suit. The number offered is what the player thinks he can make, with his partner's assistance. There are no second bids, and the highest bidder names the trump suit.

Each player in turn, beginning with the eldest hand, then discards face *upward* on the table everything but trumps, the dealer giving him enough fresh cards from the top of the pack to restore his hand to *six* cards, with which he plays. After the others are helped, the dealer can search the remainder of the pack and help himself to all the trumps he can find.

The maker of the trump leads any card he pleases, no matter who dealt. Any player may trump a plain suit; but if he does not trump, he must follow suit if he can.

After the hand is played out, each side counts the points it has taken in. If the bidder's side has made good, the

lower score is deducted from the higher and the difference is the number of points won. If the bidder fails, the adversaries add the amount of the bid to any points they may have made, and the bidder scores nothing. Suppose A–B bid 8 and made 10. They deduct the 4 made by the adversaries, leaving them 6 to score. But if A–B bid 8 and made 5 only, the adversaries would score the 8 bid and the 9 points they made in play, 17 altogether, A–B getting nothing.

Penalties

A deal out of turn must be stopped before the last three cards are laid off.

The adversaries may demand a new deal if any card is exposed by the dealer. If any but the dealer exposes a card, the dealer may deal again.

It is a misdeal if the dealer gives a wrong number of cards or hands; but if a bid has been made, and three players have their right number of cards, the deal stands good. If a player with too many cards has played to the first trick, the deal stands, but neither he nor his partner can score anything that hand. A misdeal loses the deal.

If a player bids before the eldest hand, both he and his partner lose their right to bid. If eldest hand has bid and his partner bids without waiting for the second man, the dealer can also bid before the second man, if he choose. If the dealer bids out of turn, he and his partner lose their bids.

If a player whose partner has yet to bid or pass names the trump suit, his partner cannot bid. Any player bidding with more than nine cards in his hand loses his bid, and the superfluous card must be withdrawn, face down.

If a player asks for a wrong number of cards, and the next man has been helped, he must make up his hand from the discards if he has too few; if he has too many, one must be drawn, face down.

If a player leads when it is his partner's turn, the fourth hand from the proper leader may demand that he lead or do not lead a trump.

If a revoke is claimed and proved, the revoking side cannot score anything; but they may play out the hand to prevent the adversaries from scoring everything. If the bidder's side revokes the bid is lost. If an adversary of the bidder revokes, the bidder's side scores whatever it makes, regardless of the number bid.

Blind Cinch

Nine cards are dealt to each player, three at a time, and then four separate hands of four cards each, which are left face down until after the bidding is complete. The successful bidder then takes up his four cards and names the trump. The others take up their respective blind hands, and all discard down to six cards apiece. After that the game is regular cinch.

Auction Cinch, or Razzle-Dazzle

Five or six players, each for himself, to whom 6 cards only are dealt, 3 at a time. The successful bidder names the trump, and all discard and fill as in the regular game. Before playing, the bidder can call on the holder of any named card to be his partner. The partnership should not be disclosed until the named card falls.

Sixty-Three

In this variety of cinch, it is possible to bid as high as 63, hence the name. Nine cards to each player, which are discarded from and filled to nine cards again. The points in the trump suit are as follows: For ace, deuce, jack, and ten, 1 each; the pedros, 5 each; the king 25; the trey 15, and the nine 9. In this game, second and even further bids are allowed.

Cinch with a Widow

This is a game for six players in three partnerships. Eight cards to each, and four left on the table, face down, for the widow. The highest bidder takes these four cards in hand before naming the trump. He then discards six cards, the others discarding two each.

COMMERCE

This is the parent of whiskey poker. Three to twelve players, with a full pack of 52 cards. Each player chips in for a pool, and the dealer gives three cards, one at a time. Eldest hand begins by bidding to "buy" or "trade." If he buys, he hands one of his cards and a counter to the dealer, and draws a card from the top of the pack in its place. If he trades, he passes a card to the player on his left, who, before looking at it, gives him one in exchange. If a player will not buy, and does not wish to exchange, he stands, and that ends it. If he buys or trades, he can buy or trade again, always to the left

for trades; but as soon as any player stands, all exchange ceases, and the hands are shown. There are three classes of hands.

Three of a kind is the best hand, aces being high, deuces low. Sequence flushes come next, the higher card deciding ties, and the ace being above the king or below the deuce, at pleasure. The point comes next, which is for the greatest number of pips on two or more cards of the same suit, reckoning the ace as 11, K Q J as 10 each, others at their value. If the point is a tie, one of three cards will beat one of two. Otherwise, the player nearer the dealer on the left wins.

When commerce is played with a widow, it is simply three-card whiskey poker, except that the widow is turned face up immediately.

My Bird Sings, or, My Ship Sails

This is a variety of commerce in which there is no buying from the dealer, but only exchanging with the player on the left. There is only one winning hand, three cards of one suit, regardless of their rank. The moment any player gets such a hand, either dealt him or by exchanging, he says "My bird sings," and takes the pool. If two are shown together, the pips decide. If no one gets a flush after two rounds of exchanges, the hands are shown, and the highest point among the two-card flushes wins.

COMMIT

Or Hadley's Comet

A ROUND game for any number of players, each putting a chip in the pool. A full pack of 52 cards, from which the 8 of diamonds has been thrown out, is dealt round, one card at a time until it is no longer possible to give each player an equal number of cards. The remainder of the pack is left on the table, face down.

The eldest hand leads any card he pleases, and puts on it as many cards as he has in sequence with it of the same suit, going up from 4 to 5, or 7 to 8. As soon as he fails, he says, "no nine," and each in turn to the left must play the nine and go on as long as he can, or pass. When the king is reached, the holder of it gets a counter from each player, and starts any other sequence he likes.

If no one can continue a sequence, the card being among those on the table, the player who stopped can begin again with any other sequence or card. Any player holding the 9 of diamonds can play it at any time it comes to his turn to say, and get two counters from each player at the table. If that card is played, the sequence from the 9 on, or the sequence which was interrupted, can be continued.

The first player to get rid of all his cards wins the pool. If the 9 of diamonds has not been got rid of, it must pay each player two counters. Each king in hand must pay each player one counter.

CONQUIAN

"With Whom?" Or Coon Can

Two players, using the Spanish pack of forty cards, which rank, A Q K J 7 6 5 4 3 2. In America, it is usual to throw out the K Q J, instead of the 8 9 10, from each suit, leaving four sequences of cards from the ace to the ten.

Low deals, ace is low, 10 cards to each player, 3–2–3–2 at a time, turning up the next card for a starter. If three play, the dealer takes no cards.

The object of the game is to get eleven cards—one more than the number in hand—laid face upward on the table, combined as triplets, fours, or sequences in suit.

The non-dealer has the first say as to whether or not he will use the starter. If not, the dealer has a say, and if he cannot or will not use it, he lays it aside and draws another card from the top of the stock. If he does not want this either, he lays it face up on the first one, and the other player has a say to it. Each in turn draws a card in this manner, to which he has the first say.

If a player uses a card, he must show the combination to which he joins it, by laying at least three cards on the table, face up. Suppose he holds the 7 6 4 of hearts; 9 5 3 2 of clubs; 8 7 5 of diamonds, with the heart 5 to "say" to. He can use this card by laying down the sequence of 4 5 6 in hearts, or 5 6 7; or he can lay down three 5's. Only enough cards to form a combination of three need be shown; but there must be three.

Every time a player uses a card, he must discard one in its place for his adversary to say to. This reduces

his hand to ten cards again. Having discarded, it becomes his adversary's turn to use the card discarded, or to draw from the stock. If a player can use every card in his hand, together with the one he takes from the stock, he has eleven down, and that wins the game; but as long as he has to discard it is impossible for him to get eleven down.

A player need not use a card unless he pleases, but if a card drawn fits a combination shown on the table, his adversary can compel him to use it, so as to make him discard. A player need not discard cards he can use; but if he has only two cards in his hand and is forced to use one from the stock, he must discard one of those in his hand, unless he can make both of them fit some combination of three or more, in which case he would be eleven down and game.

A player having on the table a combination of more than three cards can borrow one of them to form another combination, provided he does not break into a sequence. Suppose he holds two 4's, and has laid a sequence of 4 5 6 7. He can borrow the 4 from the sequence, still leaving it unbroken, and lay out three 4's; but he could not borrow the 5 or the 6, because that would not leave a sequence of three cards.

If neither player can get eleven down, it is a "tableau" and the amount of the original stake is added to the pool for every tableau, until one player wins it all.

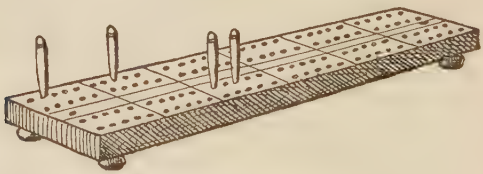
This is one of the few card games in which there are no irregularities to provide penalties for.

For the American variations of Conquian see Rum, page 396, Rum Poker, and Gin, page 398.

CRIBBAGE

Five-Card

Two players, fifty-two cards; lowest cut deals; ace is low. Five cards to each player, one at a time, no trump turned. The non-dealer, at the beginning of each game, marks 3 holes for "last." The game is 61 points, counted on a cribbage board, which is placed between the two players, and the object is to form various combinations of fifteens, pairs, and sequences both in the hand and in the play.



Cribbage Board and Pegs.

Each player lays out two cards, face down, for the dealer's "crib." The non-dealer, or "pone" then cuts the pack and the dealer turns up the top card for a starter. If it is a jack, the dealer at once marks 2 for "his heels." The pone plays any card he pleases, laying it face up on the table in front of him, announcing its pip value aloud. All court cards count 10, aces 1 each. The dealer then plays any card he pleases, without any regard to following suit, calling out the total pip value of the two cards. The pone then plays another card, calling out the total pip value of all so far; and so on, until another card cannot be played without passing 31.

If the cards so played form pairs, sequences of three, or if the total is exactly fifteen, the value of these various combinations is pegged at once. A pair, two cards of the same denomination played one after the other without any intervening card being played, is worth 2; three cards of the same denomination, a "pair royal," 6; four of a kind, or a "double pair royal," 12. Sequences are worth 1 for each card in the "run." Any combination of cards played that brings the count to fifteen is worth 2 points, and when the total pips on the cards played make 31 exactly, the player who brings it to that figure counts 2 points for it.

If a player cannot play without going beyond 31, he says, "go," and if his adversary cannot reach 31 exactly, he gets as near to it as he can and marks 1 for the go, whether he can play or not. After a go is declared, no more cards are played.

Suppose the first card played by the pone is a 3, to which the dealer plays a 7, calling "ten." The pone plays another 7, calling "seventeen, with a pair" for which he pegs 2 holes. The dealer plays a third seven, calling, "twenty-four, and six for the pair royal." If the pone held the fourth 7, he could peg 12 holes for a double pair royal, and 2 more for reaching 31 exactly. But if the pone plays a 5, calling "twenty-nine" and the dealer says, "go," the pone pegs one for the go and the hands are thrown up.

Suppose the pone begins with a 6, and the dealer plays a 9, calling, "fifteen-two," which means that the total being 15 he will peg two holes for it. A queen and five, or an eight and seven would make fifteen-two, or it may take three or four cards.

Sequences may be made in play, sometimes in conjunction with fifteens. If the first card played is a 3 and the

next a 5, a 4 will make a "run of three," which is pegged for 3 holes. The next player may rejoin with a 2, a 3, or a 6, any of which would continue the run. The 3 would make another run of 3 4 5, and would also count 2 for the fifteen. The deuce would make a run of four cards, but would expose the player to the danger of his adversary coming back with an ace, making a run of five and a fifteen, 7 holes. The 6 would make a run of four; but another 4 or 5 would not make a run, although a 4 would peg 2 holes for pairing the last card played.

It is not necessary for the cards to fall in regular order to make a run, and any sequence may be pegged, provided it is not broken into by duplicates or intervening cards. Suppose the cards fall 6 2 5 4 A 3. This is a run, because there are no duplicates or interruptions; but if they fell 3 5 6 2 5 4, there is no run, because the duplicate 5 is reached before we get to the 3, which is necessary to connect the others. In the same way, 4 5 Q 6 is not a run, because the Q intervenes.

After the go, or the last card, if that is played, both players count their hands. The pone counts first, turning up his cards to see how many fifteens, pairs, and runs he can make by combining his three cards with the starter. Suppose the starter is a 6, and the player holds two 8's and a 7. He can make two separate runs of three by using a different 8 in each, worth 6 holes; two fifteens by taking his 7 with a different 8 for each, 4 more holes; and he also has a pair of 8's, so his hand is worth 12.

The dealer then counts his hand in the same way, and after that is pegged, he takes the four cards in his crib and combines them with the starter. As there are five cards to consider, the counts sometimes run into high figures, the highest possible being 29, which is made with

a 5 for a starter and three other fives in the crib, with the jack of the same suit as the starter. To count such a hand, lay the four fives out in a square, and each side and both diagonals must be a different pair, 12 holes. Leave out any 5, and the three others must make a fifteen, and as four different 5's can be left out in turn, there must be four fifteens, 8 more holes. Then the jack will make a fifteen with each 5 in turn, 8 more holes, and finally the jack is 1 for "his nobs," because it is the same suit as the starter.

Flushes do not count in play; but if all three cards of a hand are the same suit, the flush counts 3. If the starter is the same suit also, 4. A flush in the crib does not count unless the starter is the same suit also, when it is worth 5.

If a player fails to get half way round the board before his adversary reaches 61, or "the game hole," as it is called, he is "lurched," and loses a double game.

Six-Card Cribbage

Six cards are dealt to each player, one at a time, and two of these are laid out for the dealer's crib, leaving four in each hand for play. Non-dealer marks nothing for "last," and the hands are not abandoned after 31 or a go is reached, but the cards so far played are turned face down, and the one whose turn it is begins again. The last card of all counts 1, unless it makes exactly 31. The game is 61 points.

Owing to the fact that one player may have no cards when the first go or 31 is reached, the other may be able to make a pair or fifteen with his own cards. Suppose the pone holds two J's and two Q's. He plays a J; the dealer plays a 4, and the pone plays another J. The dealer plays a 2, and the pone has to say go. The dealer

plays another 2, pegging the pair, and then an ace, and pegs his go. The cards are all turned down, and the pone plays his two Q's one after the other, pegging the pair and last card.

In counting the hands, there are so many possible combinations that it should be done systematically. The method of counting four cards of a kind has been shown in five-card; to count any three cards of the same denomination, always lay them out in a triangle. Suppose the hand is three 6's with a 4, and a 5 for a starter. Each side of the triangle of 6's will make a pair, 6 holes. The 4 and 5 will combine with each 6 to make a run of three, 9 more holes. They will also combine with each 6 to make a fifteen, 6 more holes, or 21 altogether.

Three-Hand Cribbage

Five cards are dealt to each player and one to the table, to form the foundation of the dealer's crib, to complete which each player contributes one card, keeping four to play with. The game requires a triangular cribbage board to score it.

Four-Hand Cribbage

This is usually a partnership game, and 5 cards are dealt to each player, one at a time, one of which is laid out for the dealer's crib. The player on the right of the dealer cuts the cards for the deal, and the one on his left cuts them for the starter. It is usual to play 121 points up, or twice round the board and into the game hole.

Seven-Card Cribbage

Two players receive 7 cards each, 2 of which are laid out for the crib, keeping five each to play with. On account of the high scores possible with six cards combined, it is usual to play twice round the board, 121 points.

Penalties

No matter what form of the game is played, the rules for irregularities are the same.

The penalty for dealing out of turn is 2 points. If the dealer exposes a card while dealing, or deals a wrong number of cards or hands, the pone pegs 2 points penalty, and can also have a new deal if he wishes it.

If, after the cards are dealt, it is found that the dealer has not the right number of cards, the pone may examine his before deciding about a new deal. If the pone has not the right number, he must discover it before he lifts his cards, or it is a misdeal. If a player has too many cards, one must be drawn, face down, and returned to the pack. If too few, a card must be taken from the pack.

In cutting for a starter, if the dealer exposes more than one card after the pack has been properly cut, the pone may select which shall be the starter.

If a player announces a wrong number as the total of the pips on the cards so far played, there is no penalty unless he pegs an erroneous 15 or 31. If the second player accepts the announcement and adds his own card to it, it must stand. If a player pegs 15 or 31 incorrectly, the score must be taken down, and his adversary pegs 2 points penalty.

If a player overcounts anything in play, or overcounts his hand or crib, his adversary may take down the surplus points and add them to his own score as penalty. If a player undervalues his play or his hand or crib, his adversary can count the points overlooked; but the penalty cannot be exacted until the error is actually pegged.

DICE GAMES

FAIR dice are always alike. If a die stands on the table with the ace uppermost, the odd numbers toward you, as in the margin, the trey will be on the left and the five on the right. If the deuce is uppermost, and the even numbers are toward you, the four will be on your left and the six on the right.



Opposite faces of fair dice, added together, will always equal seven. Many crooked dice have double fives. If there is any irregularity in the arrangement of the faces of the dice, it is probably used to distinguish those which are loaded to throw high from those that are loaded low.

The dice should always be thrown from a "screwed" box, but a leather cup is frequently used instead, because it is less noisy.

Ace in the Pot

Starting with 2 counters each, each player in turn makes a single throw with two dice. If he throws an ace, he puts a counter in the pot; two aces get rid of both counters. If he throws a 6, he passes a counter to the player

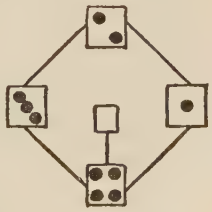
on his left, with the dice and box. Double sixes pass both counters. Each player to the left throws in turn until there is only one counter left out of the pot. Players with no counters in front of them do not throw unless a counter is passed to them by a player on the right throwing a 6.

The player who is left with a single counter makes three consecutive throws. If he gets a 6, he passes the counter to the next man, who takes three throws. This is continued until some player succeeds in making three casts without getting a 6, which wins the pool.

Base Ball with Dice

There are two ways of playing this. The simplest is to let each player throw three dice, and as long as he can throw an ace he throws again. Every ace is a run. If he fails to throw an ace, he is out. Nine times out ends the game.

Another way is to make a diamond like this:



The players take sides and throw a single die. If it comes ace, deuce, or trey, he puts a marker for a man on the base reached. Four is a home run. Five or six is out. The men on bases must be pushed round for any following runs made, or bases gained. Three men out retires the side.

If there are any men on bases when six is thrown, the striker is out, but the men on bases are safe. If five is thrown, it is a fly ball, always caught and thrown in. If there is only one man on bases, he is out. If the bases are full, the man on first is out. If there are two men

on bases, it depends on where they are. The man on third is always safe unless the striker is "side out." If there are men on second and third, they are both safe. If there are men on first and second, the man on second is forced out, and the man on first is safe. If there are men on first and third, the man on first is out.

Centennial

A strip of paper with twelve figures on it is laid between two players, each of whom has something to mark his place.

1	2	3	4	5	6	7	8	9	10	11	12

Three dice are thrown, and the object of each player is to bring the series of numbers in regular order from 1 to 12, and then back again. As soon as an ace is thrown, the player puts his marker on 1. After that, the dice may be taken in any combination to make the other figures; two aces may be called 2; ace, deuce, six, will form 6, 7, 8 and 9, and if the caster is on 5, he can advance those four places. If a player overlooks a number he has thrown and could use, his adversary may use it if it fits his game.

Craps, or Hazard

Two dice are thrown from the hand, without a box. The caster is supposed to take all bets offered.

There are eleven possible throws, from 2 to 12. If the first throw is 7 or 11, called a "nick," or natural, it wins for the caster at once. If the first throw is 2, 3, or 12, it is a crap, and wins for the players immediately.

If neither nick nor crap is thrown the first cast, whatever comes is called the point, and the caster must try to throw this same point again before he throws seven. He continues throwing until he throws his point or seven. If he throws his point first, he wins; if the seven comes first, he loses.

Going to Boston

Newmarket, or Yankee Grab

A pool is made up, and each player has three throws with three dice. On the first throw, the highest die is set aside, and the two other dice are thrown again. The two highest dice of the three are now set aside, and the third die is thrown again. Even if two dice are equally high, only one can be left out of each throw. The total of the three dice after the third throw is the player's score.

Multiplication

This is the same as Going to Boston; but instead of adding the last die thrown, it is used as a multiplier. If there is a 6 and 5 on the table, and the last throw is a 4, the player's score is $6 + 5 = 11 \times 4 = 44$.

Round the Spot

This is another variation of Going to Boston, in which the dice that have no center spots count as blanks, and those that have centers count only the spots round them. This makes blanks of the ace, deuce, four, and six, and makes the trey and five worth only 2 and 4.

Help Your Neighbor

Six players, each having a number from 1 to 6, or three players with two numbers each. Each player starts with 5 counters, and the object is to get rid of them.

Each player in turn throws three dice, and the players whose numbers come up put counters in the pool. Suppose No. 2 throws 3, 5, and 6. He does not help himself at all; but each of the players whose numbers are thrown gets rid of a counter.

Passe-Dix

Each player in turn becomes the banker, holding his position as long as he wins. The moment he loses a coup, the dice box is passed to the player on his left.

The players bet as much as they please that he cannot throw 10 or more with one cast of three dice. If he gets 10 exactly, he wins, and that is his percentage.

Poker Dice

Sometimes special dice are used for this game, but the ordinary pattern is quite sufficient. The object is to get pairs, triplets, fours, or five of a kind. Straights have no value. In the East, aces are high, sixes next; in the West, sixes are high.

Each player in turn takes five dice and casts them together from the box. After the first and second throws he can return to the box as many dice as he pleases, or he can leave them all standing after any throw. Any die not put back in the box is placed aside until the next throw, but a die so placed aside on one throw may be

put back in the box for the next. The player can stand on his first throw, or on his second, but he is limited to three throws.

The best hand is five aces. Four of a kind beats three of a kind and a pair.

Raffles

When any article is to be raffled for, each person is usually given three throws with three dice, and the total of the faces of the nine dice so thrown decides the winner. The greatest number possible is 54, and the lowest is 9, so that the average is about 32.

54	10,077,695 to 1
53	1,007,768 to 1
52	183,229 to 1
51	45,809 to 1
50	14,093 to 1
49	5,032 to 1
48	2,016 to 1
47	886 to 1
46	422 to 1
45	215 to 1
44	116 to 1
43	66 to 1
42	39 to 1
41	24 to 1
40	16 to 1
39	10 to 1
38	7 to 1
37	5 to 1
36	3 to 1
35	28 to 11
34	11 to 6
33	9 to 7

The table in the margin shows the odds against any particular number being thrown with three throws of three dice, or with one throw of nine dice, or with nine throws of one die. If the number of tickets sold for the raffle is known, and any person has already thrown, he can estimate his chances. Suppose there are 100 tickets sold, and he has thrown 45. It is 215 to 100 that he wins out.

Note that if the odds are 215 to 1 against a named player throwing 45, they are only 21½ to 1 that some one of 10 players does not throw 45, and only about 215 to 100, or about 2 to 1 that none of 100 players throws 45.

Ten-Pins with Dice

Each player takes turns for two throws with two dice. The spots on the upper faces count the number of pins down. Ten on the first of the two throws is a strike; 10 on the second throw is a spare. If the player gets less than 10 on his first cast, he can throw both dice over again, or he can leave the best one of the two to count on his next throw, and throw the other. Whichever he does, the second cast ends his innings. Strikes and spares are rolled on in the next frame, just as in ordinary ten-pins, and ten frames is a game.

Under and Over Seven

This requires a layout, marked as follows:



The players bet that the banker will throw under 7, or over 7, or that he will throw 7 exactly. He pays even money to those who guess correctly on Under and Over, and he pays 3 for 1 for those who hit it when he throws seven.

Vingt-et-Un

The players make up a pool, but there is no banker. Each in turn throws a single die, and continues to throw it until he reaches or passes 21, adding each throw to the previous one. As he throws, he calls out the total, so that all may agree that it is correct. The player get-

ting nearest 21 wins. Any player passing 21 is busted. Ties divide the pool. Most players throw again at 17, or less, and stop at 18, or more.

DIVISION LOO

ANY number of players, preferably five, six or seven. Fifty-two cards, which rank, A K Q J 10 9 8 7 6 5 4 3 2. One card at a time is dealt round, face up, and the first jack deals. After the cards are shuffled and cut, the dealer puts three counters in the pool, and deals three cards to each player, one at a time. No trump is turned when there are only three counters in the pool, which is called a "simple." As everyone must play the hand dealt him, the deal is called a "bold stand."

Eldest hand leads any card he pleases and the others must not only follow suit if they can, but must head the trick. The cards are not gathered into tricks, but are left in front of the players, face up. If all follow suit, the winner of the trick leads for the next and so on; but if one or more players are unable to follow suit to any trick, the dealer turns up a trump from the top of the pack, before the next trick is played to, and if it is found that anyone has played a trump to the previous trick, that player wins it and leads for the next trick. If a trump is turned, the winner of a trick must lead a trump for the next trick, if he has one.

The winners of the three tricks take a third of the pool for every trick won. All the other players are looed, and must put up three counters for the next pool, which will be a "double."

In double pools, the dealer adds three counters, three cards are dealt for a widow, and a trump is turned. Beginning with the eldest hand, each player in turn has the choice of standing on the cards dealt him, taking the widow in exchange, or passing out. Any player standing or taking the widow will be looed if he does not win a trick. If all pass but the one to the right of the dealer, he must play his hand, take the widow, or give the pool to the dealer.

If only one player stands, and he has not taken the widow, if the dealer will not play for himself, he must take the widow and defend the pool. If he takes any tricks, his winnings are left in the pool. If he is looed he does not pay. If the only player who stands has taken the widow, the pool is his, unless the dealer will play against him on his own account.

All having declared, the first player to the left of the dealer that holds cards, leads. If he has a trump he must lead it, and he must lead the top of two or more. The winner of the trick must lead a trump if he has one. Each player in turn must follow suit, and must head the trick if he can; but he need not under-trump a trick upon which a higher trump than he holds has been played. The winners of the three tricks divide the pool proportionately. If anyone is looed, he puts up three counters for the next pool. If no one is looed, the next pool will be a simple.

In unlimited loo, every player who is looed must double the amount in the current pool as a foundation for the next pool.

It is sometimes agreed to play flushes. If any player in a double pool holds three trumps, either dealt to him or found in the widow, he shall wait until all the players, including the dealer, have declared to play or pass.

He then shows his flush in trumps, and takes the pool without playing for it, each of those who have declared to play being looed. If two players hold trump flushes, the one on the left of the dealer wins the pool, regardless of the rank of the cards; but the other flush is not looed.

Penalties

If the dealer gives a wrong number of cards or hands, he loses the deal, forfeits three counters, and the next pool is a double, three counters being added by the next dealer.

If a player revokes, by failing to follow suit, or to head a trick, or to lead a trump, when he should do so, the pool must be divided equally among those who hold cards, leaving out the one in error, who puts up six counters forfeit, for the next pool.

Irish Loo

All pools are alike and there is no widow. A trump is always turned up. Those who stand are asked by the dealer if they want to exchange any cards. If any cards are demanded, the trump card is laid on the table, and the players are helped from the top of the pack.

Five-Card Loo

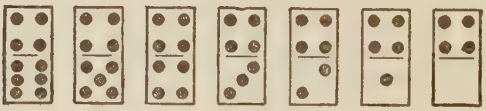
Five counters are placed in the pool by the dealer, and five cards are given to each player. A flush of five trumps wins the pool without playing. Everyone at the table, whether he is one of those playing the hand or not, is looed if he does not take a trick, and must contribute five counters to the next pool.

Pam

Sometimes the jack of clubs is made the best trump, no matter what suit is turned up, and is called "pam." This card must not be played when the ace of trumps is led, unless the holder of pam has no other trump.

DOMINOES

DOMINOES are made in sets, known by the number of pips on the highest domino or "bone" in the set. The standard set is double-sixes, and contains 28 bones. Some persons use double-nines. In the double-six set, there are seven "suits," each named after some number from six to blank. In each of these suits there are seven bones; but each domino in a suit except the doublet, belongs to some other suit as well. This would be the four suit, for example:



The lower figure on each domino shows the other suit to which it belongs. The 4–3, for instance, belongs to the trey suit.

All games of dominoes, except matadore, are based on the principle of following suit, or matching. The first player "sets" a certain domino, and after that each player must play one of the same suit, the suit called for being always that of the exposed or open end. In the follow-

ing example, for instance, double six was set, then 6–3 was played; then 3–2, and then 6–2, at the other end:



The next player will have to play one of the deuce set to follow suit.

In all games but matadores, doublets are set across the line, like the double-six in the diagram.

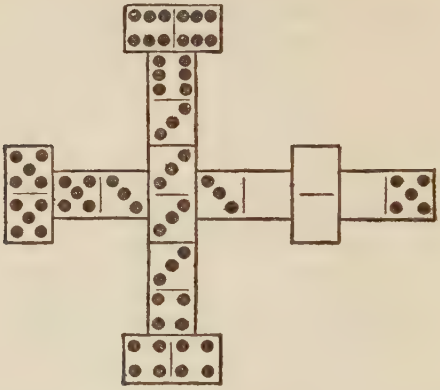
The object in dominoes is either to block the game so that the adversary cannot play; or it is to make the two ends, when added together, equal to some multiple of a given number; or it is to make both ends of the line the same. The player first getting rid of all his pieces is "domino."

At the beginning of any game, the dominoes are thoroughly shuffled by being turned face down and stirred round and round. The players then draw at random as many bones as the game requires. These dominoes, with which the hand is to be played, may stand on their edges in front of the players, or may be held in the hand, or both. It is usual to sort them into suits as far as possible. The one who has drawn the highest doublet usually plays, or "sets" first.

All Fives, or Muggins

Seven bones for each player; highest double sets. If the first set is the double-five, it counts 10. Every time the ends of the lines played to can be divided by 5, the player scores 5. After both sides of the first doublet set have been played to, the ends of this doublet may be played to

also, but then all three, or four, ends must be divisible by 5 to score. In the following position, the last domino played scored 35.



If the player fails to claim the score, after making some multiple of five, his adversary says " muggins " and counts it as penalty.

When a player is unable to follow suit, he must draw from the stock of dominoes remaining on the table face down, commonly called the " bone-yard " until he can play; but the last two bones must never be drawn. A player will sometimes draw, even when he can play, in order to get a domino that would suit him better.

The moment a player gets rid of his last bone, he says " domino." His adversary then shows what dominoes he has left, and the number of pips on them goes to the score of the player that made domino, taking the nearest five. If there are 36, it would be called 35; but 38 would be called 40.

If the game is blocked, so that neither can play, both

hands are counted, and the lower score is deducted from the higher, the difference being the amount scored.

One hundred points is game.

All Threes

This is the same as all fives; but the object of the game is to make the ends some multiple of three. Sixty is game.

Bergen Game

Six bones for each player; highest double sets, and scores 2 points at once. Any time that a player can make both ends of the line alike, he scores 2 points. If there is a doublet at one end, and the other end is the same suit, it counts 3, as in the following:



The ends of the first set cannot be played to. If a player cannot follow suit, he must go to the bone-yard. The last two dominoes must not be drawn. If the game is blocked, both hands are shown, and the lower number of pips counts I point toward game; but if one player has a doublet and the other has not, the doublet loses the point. Fifteen is game.

Block Game

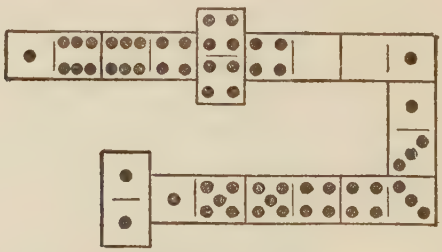
Two players draw seven bones each. Any domino may be set, the privilege of setting being sometimes drawn for beforehand. The object is to block the adversary, so that

he cannot play. There is no drawing from the bone-yard, so that when a player cannot follow suit, he says "go." When neither can play further, both hands are shown, and the lower pip score is deducted from the higher, the difference being the value of the game to the one with the lighter hand.

Draw Game

This is a variation of the block game, in which either player can go to the bone-yard and draw, whether he is able to follow suit or not. Some think it an advantage to have a number of dominoes in the playing hand. If a player cannot follow suit he must draw until he can, or until there are only two dominoes left, which must not be drawn.

Even if there is no possibility of getting a domino that will be playable, the one whose turn it is to play must draw all the bones in the yard but the last two. Suppose this is the position, the player with the 4–1 and 2–1 in his hand having just played the double-ace:



When the game is blocked, or one player makes domino, the hands are shown, and the difference between the number of pips is the value of the game to the lighter hand.

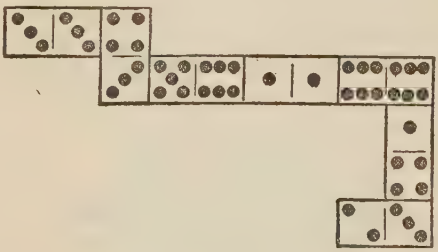
In both the block and draw games there is no playing to the ends of doublets, all bones being laid in one row; but the row may turn a corner to save space on the table.

Matadore Game

Two players draw seven bones each. Highest double sets. If neither has a doublet, the heaviest domino sets. There are four trumps, or matadores. These are the double blank, and the dominoes that have 7 pips on their faces; the 3–4, 2–5, 1–6.

Doublets are not set across the line, a doublet being no better than a single number. The object of the game is to make the ends of the adjoining dominoes, added together, equal 7. If a player cannot do this, he must either play a trump or go to the bone-yard and draw until he can make a seven or get a trump. The last two bones must not be drawn.

When a trump is played, the player can expose whichever end of it he pleases by placing it crossways, so that the next player will have to make a 7 by playing the complement of the exposed end. In this position, for instance:

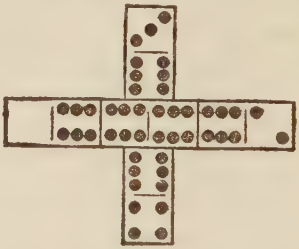


The trump, 3–4, has the 4 end exposed, and the following player has made a 7 with the double trey, one end of which adjoins the exposed end of the trump.

When the game is blocked, or one player makes domino, the hands are shown, and the difference in the number of pips is the value of the game to the lighter hand.

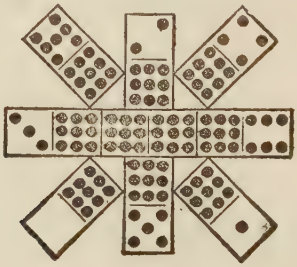
Sebastopol, or The Fortress

Four players, drawing seven bones each. Double-six sets, and nothing but 6's can be played until both sides and both ends of the double-six are played to, so that there shall be a cross, like this:



After this, the game proceeds as in the ordinary block or draw game.

When the double-nine set is used, there must be eight ends open for play before proceeding further, like this:



Pool Game

Any number from 3 to 6 form a pool and draw dominoes for the privilege of the first set. The dominoes are then shuffled, and each player takes as many as will leave eight in the bone-yard.

The player who won the set leads anything he pleases, and each player in turn to his left must follow suit to one end or the other. There are no open ends of doublets to play to. When a player cannot follow suit, he says "go." The first to make domino wins the pool. If no one makes domino and the game is blocked, all the hands are shown, and the one with the least pips takes the pool. Ties divide it.

EARL OF COVENTRY

Or Snip-Snap-Snorem

THE full pack of fifty-two cards is dealt round, one at a time as far as it will go, to any number of players. The eldest hand lays on the table any card he pleases, and each player in turn to the left must match it if he can. The first to do so says "snip," the next says "snap," and the one who plays the fourth card of that denomination says "snorem."

Sometimes the players make a rhyme for each card played, the last one saying, "and there's the Earl of Coventry."

The game is for a pool, made by contributions from the players. Each starts with 5 counters. If the player immediately on the left can match the card last laid down,

the one who is matched pays a counter to the pool; but if a player intervenes, no counter is paid. The last man having any of his counters left takes the pool.

Jig

This is a variation, in which instead of playing a card of the same denomination, each player in turn plays the next higher in sequence and suit, if he has it, until four are played. Then the one who played the last of the sequence of four starts another sequence. The winner in this game is the one that first gets rid of all his cards. He gets a counter for each card still in the hands of the other players.

ÉCARTÉ

Two players, thirty-two cards, which rank K Q J A 10 9 8 7. In cutting, the highest écarté card deals the first hand. Five cards to each player, 3–2 at a time, turning up the next for trump. If the turn-up is a king, the dealer marks 1 for it immediately.

The players examine their hands with a view to their possibilities for making three tricks out of the five. If the non-dealer, or pone, is satisfied with his cards, he leads one of them. The second player on each trick must follow suit if able, and must win the trick if he can, either with a higher card of the suit led; or, if he has none of the suit, by trumping.

If the pone is not satisfied with the cards dealt him, he "proposes," or says "cards." The dealer can give him as many as he asks for, the same number being previously discarded, and can then help himself; or he can refuse, by saying "play."

If the pone plays without proposing and fails to make three tricks out of the five, the dealer scores 2. If the dealer refuses to give cards and fails to get three tricks, the pone scores 2. This refers only to the first proposal and refusal. If the pone, after having discarded and drawn cards is still dissatisfied, he can propose again, and the dealer can give or refuse as before, but the original trump is never changed.

If either player has the king of trumps in his hand, he must mark 1 for it before playing to the first trick.

The player that wins three tricks counts 1; if he wins all five, it is a "vole" and counts 2. Five points is game.

Penalties

A misdeal does not lose the deal. A new deal may be claimed for exposed cards, or for irregularities in the hands. If the trump has been turned, too many or too few cards may be remedied by drawing others or discarding, but the trump remains unchanged.

If the king is turned when a wrong number of cards have been dealt, it cannot be marked, as it was not the eleventh card.

If a player revokes, or fails to win a trick when he can, his adversary may demand that the hand be played again. If the offender wins the point, he scores nothing; if he wins the vole, he scores 1 only.

Jeux de Règle

Every écarté player is supposed to know the hands upon which he, as non-dealer, should play without proposing. These are known as jeux de règle hands, and are briefly as follows:

Any hand with three trumps in it.

Any hand with two trumps and three cards of one suit; or two cards of a suit as high as a Q; or two cards of a suit and the K of another suit; or three cards of different suits, as high as K and J.

Any hand with one trump and three winning cards in another suit; or a four-card suit to a K; or three cards of one suit, with two Q's in the hand.

A hand without a trump should have very good cards, say four court cards, or three queens.

With similar strength, the dealer should refuse if the eldest hand proposes.

Pool Écarté

Three players form a pool to be won by the player who first succeeds in winning two consecutive games. Two play the first game, and the loser retires in favor of the third, at the same time adding to the pool as much as he put in at first. The loser of the second game adds to the pool in the same way, and gives way to the waiting player.

ENFLÉ

Or Schwellen

FOUR players make up a pool. A pack of 32 cards is dealt 3–2–3 at a time. The eldest hand leads anything he pleases and the others must follow suit if they can. If all follow suit, the trick belongs to nobody, and is turned down, the winner leading for the next trick.

If any player is unable to follow suit, he must pick up the cards so far played to the trick, and put them into his hand, and he must then lead for the next trick. The first player to get rid of all his cards wins the game.

EUCHRE

FOUR players, thirty-two cards, deleting all below the seven. Lowest cut deals, and ace is low. Five cards are dealt to each player, 2–3 at a time, or 3–2 at a time, and the next is turned up for a trump.

When the joker is used, it is always the best trump. If it is cut, the player must cut again. If it is turned up, spades are trumps, unless otherwise agreed beforehand.

When the joker is not used, the jack of the trump suit is always the best trump, and is called the right bower. The jack of the same color, red or black, is the next best trump, and is called the left bower. If clubs were trumps, this would be their rank:



The rank of the spade suit, the jack of which is really a club when clubs are trumps, would be as follows:



The rank of the suits whose color differs from that of the trump suit would be as follows:



The object of the game is to win tricks. If the partners who make the trump win three tricks out of the five, they score one point toward game. If they win all five tricks, they score two points. If all five tricks are taken by a player who has declared to play "alone," he scores four points. If the partners who make the trump fail to get three tricks, they are euchred, and their adversaries score two points.

Each player in turn, beginning on the dealer's left, has the privilege of passing or of ordering up the trump card. If a player thinks he would probably win three tricks if the trump suit remained as turned, he can order it up; whereupon the dealer discards some card from his hand, and the trump card becomes part of the dealer's hand. When the dealer's partner wishes to order it up, he says, "I assist."

If the first to say passes, the next must order up or pass. If all pass, the dealer can either take up the trump, discarding from his own hand, or he can turn it down. If he takes it up, he and his partner must win at least three tricks, or they are euchred.

If the dealer turns it down, that suit cannot be trumps on that deal; but each player in turn to the left has the privilege of naming some other suit for trumps, or of passing again. The partners naming the new trump must make three tricks, or they are euchred. If all pass a second time, and the dealer will not risk naming a new trump, the deal is void, and passes to the left.

No one but the player who orders up, takes up, or makes the trump, can play "alone." The dealer cannot play alone if his partner has assisted him; but the partner can play alone instead of assisting. When a player says he will play alone, his partner lays his cards on the table, face down.

The trump suit settled, the player on the dealer's left leads any card he pleases, and the others must follow suit if they can, but one is not obliged to win the trick. If any player revokes, the hands are abandoned and the adversaries score two points. If a revoke is made against a lone hand, the lone player scores four points.

Five points is game.

Cut-Throat, or Three-Hand

When three play, each is for himself. A euchre counts two, and a "march," winning every trick, three. Five points is game.

Two-Hand

When only two play, the 7's and 8's are usually thrown out. A euchre scores two, and a march two. Five is game.

Six Players

When six play, three against three, the partners sit alternately round the table. A lone hand against three adversaries is game. A euchre scores two, and a march two. This game must not be confounded with "Six-hand Euchre," which is a bidding game, described elsewhere.

Penalties

Every player has the right to shuffle the cards, the dealer last. In cutting, at least four cards must be left in each packet. A player dealing out of turn must be stopped before the trump is turned.

A misdeal loses the deal. It is a misdeal if the cards are not properly cut; if the dealer gives one player two cards and another player three in the same round; if he

gives too many or too few cards to any player, or deals too many or too few hands.

If a player has not his right number of cards, after he has played to the first trick, the deal stands good; but he cannot score anything that hand.

If a player leads when it is his partner's turn, the right-hand adversary of the proper leader may call a suit, provided the erroneous lead has not been played to. If there is a lead out of turn against a lone hand, the lone player scores as if he had succeeded and the hand is abandoned.

If a revoke is claimed and proved, the hands are at once abandoned, and the side not in error scores two points penalty. If both sides have revoked, the deal is void. If a revoke is made against a lone hand, the penalty is as many points as the player would have won had he succeeded; three in three hand; four in four hand.

Railroad Euchre

Four players, two against two as partners. The joker is always used, and it is always the best trump. The sevens and eights are usually thrown out.

Any player may play "alone," and may ask for his partner's best card at the same time. This gives the lone player two discards if he is the dealer; one if he is not the dealer. If it is the dealer's partner that plays alone, he may get from the dealer either the turn-up trump or a better one, if the dealer has it. When a lone hand is announced, either of the adversaries can call for his partner's best and play alone against the lone hand. If the lone hand makes three tricks, but not five, it scores one only, but if it is euchred by a lone hand it loses four; otherwise a euchre counts two. In Railroad Euchre, ten points is game.

Laps, Slams, Jambone, and Jamboree

These are all additions to Railroad Euchre. In Laps, all the points which are more than necessary to win the game are counted on the next game. In Slams, if the adversaries have not scored a point when the game is won, it counts a double game. Jambone is playing a lone hand with the cards exposed face up on the table before a card is led, allowing the adversaries to dictate what cards shall be played to each trick. Winning all five tricks counts eight in Jambone. If the Jambone player fails to get more than three or four tricks, he scores one only. If he is euchred, he loses eight. Jamboree is the combination in one hand of the five highest trumps, without asking for the partner's best, and is worth sixteen points.

Set-Back Euchre

This is simply a reversal of the usual manner of scoring. Each player starts with ten counters, or ten marks on the slate or table, and gets rid of one every time he makes a point. If he is euchred, he gets back two counters. The first player to get rid of his ten wins the game.

Auction Euchre, or French Euchre

Any form of euchre may be turned into auction euchre by bidding for the trump instead of turning it up. The eldest hand has the first bid and names the number of tricks he thinks he can take, but does not mention the trump suit. The highest bidder names the trump suit, and also leads for the first trick.

If the bidder succeeds, he counts only what he bid, even

if he can make more; if he fails, he is euchred, and every other player at the table scores 2 points. The game us usually 25 points, every trick bid and taken by the maker of the trump counting one toward game. When four play this game, taking partners, the eldest hand always leads, regardless of the bidder.

Six-Hand Auction

This is a game for three pairs of partners, sitting alternately round the table. If the partners were A 1, B 2, and C 3, they would sit A B C 1 2 3. The pack should be reduced, so that every card is dealt out. Twenty-five points is game.

Blind Euchre

In this, every player is for himself, and a widow of two cards is dealt. Any player taking it is supposed to order up the trump and to play against all the others at the table. Two cards must be discarded from the hand taking the widow, before leading to the first trick. After the dealer has taken up the trump, the player that took the widow leads. If no one takes widow, the deal is void.

Call-Ace Euchre

When six play, a 32-card pack is used. When five play, throw out the 7's. When four play, throw out the 8's. The joker may be added to the pack, but it spoils the game. The cards are thrown round face up, and the first jack deals the first hand. The scores may be kept on paper, or by giving the players counters from a common bank.

Five cards to each player, 3–2, or 2–3 at a time, turn-

ing up the next card for a trump. If the joker turns up, spades are trumps. The remainder of the pack is left on the table, face down. Each player to the left of the dealer in turn can pass or order up the trump. If all pass the dealer must take it up or turn it down. After it is turned down, each player in turn can name any other suit for trumps. If all pass again, the deal is void and passes to the left.

Each player is for himself, but the one who takes up, orders up, or makes the trump may take a partner by calling upon the best card of any suit but the trump suit. In case the trump is ordered up, the partner is not called for until the dealer has discarded.

The player called upon cannot refuse, but he must not announce that he is the partner. He must assist his partner, the maker of the trump, to get as many tricks as possible. His identity will be disclosed when the card called for falls to a trick.

The player's partner is sometimes in doubt until the last trick, because it is the *best card* of the suit that is asked for, and if the ace happens to be among those left on the table, the king may be the best in play, or even the queen. Sometimes it turns out that the player himself has the best card of the suit asked for, in which case he has no partner, but is playing "alone." It is not necessary for the caller to hold any of the suit himself, and it is often an advantage to have none of it, so as to be able to discard upon the called suit, when it is led.

If the maker of the trump does not wish to call upon a suit, he may either say "I play alone," or he may conceal the fact that he is playing alone by asking for the best of a suit of which he holds the ace himself. If, after calling, he is found to have the best, even if no higher than a queen, he is playing alone.

If the maker of the trump wins 3 tricks out of 5, with the assistance of a called partner, they score 1 point each. If they make a "march" winning all 5 tricks, they score 3 points each if there are 5 or 6 players in the game; 2 points if there are only 4 players. If the maker of the trump and his partner fail to get 3 tricks, they are euchred, and every other player at the table scores 2.

If the player is "alone" and makes 3 or 4 tricks, he scores 1 point only; but if he makes all 5 tricks, he scores as many points as there are players at the table, including himself. If he is euchred on a lone hand, every other player at the table scores 2 points.

The game can be stopped at any time, and the player with the highest score receives the difference from each of the others.

Drive, or Progressive Euchre

This is a game for large parties, the players being divided into fours, seated at tables numbered from 1 on as far as they are filled. No. 1 is the "head table"; the other end is the "booby table." The game is straight euchre, except that no lone hands are allowed at the head table, and the dealer's partner cannot "assist" at any table. If he orders up he must play alone.

The four at the head table finish a game of 5 points, and the moment the game is ended, they ring a bell. This is a signal for play to cease instantly at all the other tables, even if they are in the middle of a trick. The scores at all the other tables are taken as they stood when the bell rang.

The partners having the higher score at each table are given a token of some kind by the umpire, usually a punch mark in a card provided for the purpose.

There are two ways to move the players: 1. The winning pair may both go to the next table, toward the head table, where they separate as partners, the arriving lady taking the losing gentleman she finds at the table, and the arriving gentleman taking the losing lady. 2. The winning pair may separate at once, and go in different directions, the lady going toward the head table, the gentleman toward the booby table. The arrivals always play with the losers as partners, so that no one who has just won a game, or made the higher score, shall play with another winner, from another table.

At the expiration of the time agreed upon, the prizes are awarded to the players who have won the greatest number of games, a game at any but the head table being considered as won by making the better score. Ties are cut for. Sometimes a special prize is given for the greatest number of lone hands won.

In case of ties, it must be remembered that the ties are for two or more prizes, if there is more than one. Suppose there are three prizes, and that A and B have 12 games each, C and D having 11 each. A and B do not tie for the first prize; but for the choice of first and second, because as they are the two with the highest scores, they must take the two highest prizes. The winner of the cut can take whichever prize he likes better, first or second, the loser of the cut taking the other. Then C and D cut to decide which of them shall get the third prize.

Military Euchre

This is a social game for a moderate number of tables, never more than twelve. Each table is a fort, with a flag of its own, and a number of smaller duplicate flags, usually a dozen. The four players to defend each fort are

selected by the hostess, and take their seats together at the same table.

After all are seated, the E and W players at each table move to the next table, all going in the same direction, usually toward the national flag, which is at the head table. Then a game of straight euchre, 5 points up, is played, no lone hands allowed. After all have finished their games, the winners at each table get a flag from the losers as a trophy, and at a signal from the hostess, all the E and W players move one table farther from home and play another game, winning or losing flags as before.

By the time the E and W pairs get back to the home fort, they will have played a game against every other fort in the room, and at the same time the E and W pairs from the forts they have visited will have been at their home fort and played a game, as a sort of return visit. The winners are the forts that have captured the most trophies.

It adds to the interest of the game for one of the partners going round the room to take the flags won in battle back to the home fort at once, so that they may be stuck up with the fort's own flag, and shown to invaders.

Seven-Hand Euchre

Each player is practically for himself, the partnerships being only temporary. Fifty-two-card pack, with the joker added. The joker is always the best trump, the right and left bowers coming next as usual. Red counters are used to mark the maker of the trump and his partners; a white one to show the position of the deal.

Anyone can deal, 7 cards to each player, 2–3–2 at a time. No trump is turned, and the four cards left over form a "widow." Each player in turn to the left of the

dealer bids a certain number of points, from 5 to 20, at the same time naming the suit he proposes to make the trump. No second bids. The successful bidder takes the widow, and from the 11 cards thus secured he selects 7 for play. He then passes a red counter to those whom his fancy selects for partners, if any, and they cannot refuse to assist him.

If the bid was for 5 tricks, the maker of the trump can select two partners. If he has bid 6 or 7, he may take three partners. If the bid was 10, he must win all 7 tricks without any partner to help him. If the bid was 20, he must win all 7 tricks without either widow or partners.

The maker of the trump leads for the first trick. If he succeeds, he and his partners, if any, each score the number of points bid, but no more. If he fails, each of his adversaries score the amount he bid.

If a revoke is claimed and proved, the hand is at once abandoned, and the adversaries of the side in error each score the amount bid.

The game is played either to reach a certain number of points, or to see who will have the high score at the expiration of a given time, which is set by the hostess. The latter is the more popular way.

Five-Hand

This is the same as seven-hand, but only 5 cards are dealt to each player, from a pack of 28, with the joker added.

A bid of three takes one partner only; a bid of four or five takes two partners. If the bidder plays alone, but with the assistance of the widow, he can bid 8; without either widow or partners, 15.

Penalty Euchre

Five players start with 12 chips each. Five cards are dealt to each, 3–2 or 2–3 at a time, and a trump is turned. An extra hand of 5 cards is dealt for a widow, and each player in turn can exchange his hand, face down, for the widow or for the hand abandoned by one who has taken the widow, or he can stand on the cards dealt him.

The trump is not taken into the dealer's hand, but is left on the pack. Each man is for himself. Eldest hand leads, and at the end of the play every player who has not taken a trick receives a counter from each of the others, whether they have taken any tricks or not. Each of those who have taken tricks put back into the bank a counter for each trick taken.

The first one to get rid of his 12 counters is the winner.

Five Hundred, or Bid Euchre

Three players, each for himself, with a 32-card pack, to which the joker is added. If 4 play, 2 against 2 as partners, 10 cards must be added to the pack, the 6's, 5's and two 4's. The lowest cut deals the first hand, joker being low.

With any trump declaration, the joker is always the best trump, the right and left bowers coming next, as usual, and then the A K Q 10 9 8 7, in that order. But when there are no trumps, the joker is the only trump, and is practically a suit by itself. For this reason the player holding the joker cannot trump with it as long as he holds any of the suit led; and if he leads the joker, he will have to tell the others what suit to play to it, in which matter he has the choice.

Ten cards are dealt to each player, 3–2–3–2 at a time; but after the first round of 3, three cards are laid off, face down, for a widow. This widow is taken by the successful bidder, who must lay out three cards in its place.

The eldest hand has the first say to bid or pass, and after him each in turn. There are no second bids. The bidder must offer to take 6, 7, 8, or 9 tricks with a named trump, or without any trump suit, and the trump he names in his bid must be the trump he will play. The rank of the bids is determined by the following table:

If trumps are:	6 tricks.	7 tricks.	8 tricks.	9 tricks.
Clubs	40	80	120	160
Spades	60	120	180	240
Hearts	80	160	240	320
Diamonds	100	200	300	400
No-trumps	120	240	360	480

The bidder that offers the most valuable game must be allowed to play it with the trump he names. A bid of 7 in diamonds, for instance, is worth more than a bid of 8 in spades. If no one will bid 6 tricks in anything, the deal passes to the left.

No matter who deals, the successful bidder leads for the first trick, and each player in turn must follow suit if he can. After the hand is played, the bidder always has the first count. If he has made good his bid he scores the full amount, but he cannot score more than he has bid unless he takes all ten tricks, in which case he scores at least 250, no matter how less his bid may have been. If he has bid more than 250, he simply scores what he bid.

Any other player winning a trick, individually scores 10 points for it, regardless of the trump suit.

If the bidder fails, he is set back as many as he has bid, the points being deducted from his score. If he has

not so many scored, he goes "in the hole" so many. Either adversary will still score 10 for each trick he may win; but each must keep his own tricks and score separately.

The game is 500 points, as the name implies.

As the bidder always has the first count, he may be able to count out, even if an adversary can count out on the same hand. Suppose the bidder is 360 and another player 480. The bidder makes 7 in hearts, 160; but his adversary has won the three other tricks, worth 30. As the bidder counts first, he is out before it comes to his adversary's turn to count, so the bidder wins the game.

Penalties in 500

Apart from the general rules of euchre, which apply to the whole family of games, the most serious offence in 500 is to revoke. The moment a revoke is claimed and proved, the hands are abandoned. If the bidder is the one in fault, he is set back the amount of his bid, and the adversaries score for any tricks they may have taken up to that time. If it is an adversary of the bidder that has revoked, neither adversary can score anything on that deal, and the bidder scores what he has bid. He may, if he choose, insist on playing the hand out to see if he can win all 10 tricks.

FARMER

Any number of players, provided with counters. Fifty-two-card pack, from which all the 8's and 6's except the 6 of hearts are thrown out. The K Q J of any suit are worth 10 each, all other cards their pip value.

Each player contributes an agreed number of counters.

This makes the farm, which is put up at auction, the highest bidder putting what he offers into the farm. He then deals the cards, one to each player, face down, none to himself.

The players look at their cards and draw in turn to improve the hand, one card at a time. Every player must take one card. The object is to get as near 16 as possible. No matter what a player gets, he says nothing until all the draws are complete and the hands are all shown.

If anyone has exactly 16, he takes the farm and all its contents. If two have 16, and one of them holds the 6 of hearts, he takes the farm. If neither has that card, the player nearer the dealer's left wins. If no one has 16, the farm remains with its present owner.

Whether the farm changes hands or not, those who are found to have more than 16 points on their cards when the hands are exposed must pay the farmer who dealt the cards a chip for every point they have overdrawn. These payments are clear profit, and are not added to the farm itself. Those with less than 16 do not pay the farmer, but the one who comes nearest to it gets a chip from every player at the table but the farmer. Ties for the high point must both be paid.

FARO

This is a banking game for any number of players, one of whom is the banker. Fifty-two cards are shuffled and placed in a dealing box, face up, from which they are drawn in pairs, one card at a time.

The first card in sight, on the top of the box, is called "soda," and when it is withdrawn, after all the bets have

been made, it is placed on the dealer's right, a little way from the box. The next card to come out to complete the "turn" is called a "loser" and is laid close to the right side of the box. The card which is now in sight on the top of the box is the "winner" for that turn.



Soda.



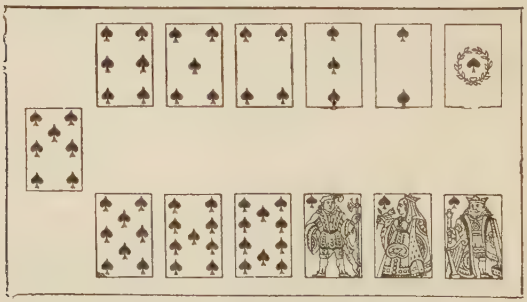
Loser.



Winner.

Every card must "win" or "lose," except the soda and the last card in the box, which is called "hockelty." All winners and losers must be kept in separate piles, the winners being all placed on the soda card.

The players put their money, or its equivalent in chips bought from the banker, on a "layout," which is a complete suit of spades, enameled on a green cloth, with space enough between the cards to allow bets to be placed.



If a player thinks that a card of any denomination, such as the four, will "win" the next time it appears, he places his bet flat on the four on the layout. If he

thinks the next four that shows will "lose," he places a "copper," or wooden checker, on the top of his bet. No "action" can be had on a bet until the card bet upon appears. If it does not appear after a turn has been made, the player is at liberty to change his bet, or to remove it altogether. Each bet is made for the turn only, unless the player chooses to leave it until he gets some action on it.

Bets may be so placed as to take in more than one card, if the player's capital is limited, and he wants to get action on whichever of several cards happens to come first. Between two cards plays both of them, and the bet is decided by whichever comes first. If both come on the same turn, it is a stand-off. A bet placed in any of the squares inside the layout, such as diagonally between the 5 10 4 and 9, takes all four cards. On the inside corner of a card, as on the ace, would take in the A 2 K, leaving out the Q. If a bet is "heeled" diagonally from one corner of a card to another, as from the 5 to the 8, it takes in those two cards only. A bet on the corner of a card outside the layout takes in the next card but one in that direction. On the other corner of the J to the left it would take in the J and 9. A bet behind a card on the outer edge takes in three cards. One outside the 3 would take in the 2 3 4.

If a player has some bets to win and some to lose on the layout at the same time, and loses two of them on two different cards on the same turn, he is "whipsawed."

When two cards of the same denomination come on the same turn, it is called a "split."

After each turn, the banker first picks up all the bets he wins, and then pays all he loses, even money. He takes half of all bets on cards that split, no matter which way the card was played.

The dealer always has a lookout to assist him, who sits in a chair to his right, and watches that all bets are correctly taken and paid. The man in the lookout chair is always a partner of the house.

One of the players keeps a record of all the cards as they come out of the box, by slipping buttons along wires that are opposite facsimiles of the cards in a "cue-box." This is to prevent players from betting on dead cards, and also to let them know how many of any denomination are still to come. The house usually provides "tabs" or score cards on which the players may record how each card "plays." If it wins, they mark it with a stroke; if it loses, with a circle. The soda card is marked with a dot, and hockelty with a dash. Splits are marked with a cross. The diagram in the margin will give one a very good idea of a tab with the record of a complete deal upon it. The Q was soda; the 8 was in hock, and the 5 "split out."

A	0 0 1 0
2	0 1 1 1
3	0 0 1 1
4	1 0 0 0
5	0 0 x
6	1 1 1 1
7	0 1 1 0
8	1 1 0 –
9	0 1 0 1
10	0 0 0 0
J	1 1 1 0
Q	. 0 1 0
K	1 0 1 1

On the last turn, if three different cards are in the box, any player who can "call the turn" will be paid 4 for 1. All such bets are "heeled" from the card they think will show first, toward the card that they pick for the winner on this last turn.

If there are two cards of one denomination in the last turn, it is called a "cat-hop," and any player who can call it correctly will be paid 2 for 1.

STUSS

This is faro dealt "out of hand" without a dealing box. The chief difference is that in case of splits the banker takes all.

FORTUNE TELLING

Or Cartomancie

FORTUNE TELLING is the art of being able to string together a plausible story, the scenario of which is furnished by the meaning attached to certain cards when they are laid out face up on the table, after being cut with the left hand and divided into three packets; the preliminary wish being a *sine qua non*.

The 32-card pack is used, but the cards should be single heads, because the meaning of a K, Q, or J reversed is quite different. The standard meanings attached to the cards are as follows: " R " meaning that the card is upside down.

♡ Ace. The house, or home.

King. A benefactor. *R.* He will not be able to do you much good, although he means well.

Queen. Everything that is lovely in woman. *R.* You will have to wait awhile for the realization of your hopes.

Jack. A person who may be useful to you. *R.* He will not prove of much account.

Ten. A pleasant surprise.

Nine. Reconciliation.

Eight. Children.

Seven. A good marriage. *R.* Fair to middling.

♣ Ace. Profits from business or gambling.

King. A just man, who has taken a fancy to you. *R.* Something will interfere with his good intentions.

Queen. Your best girl. *R.* She is jealous.

Jack. A probable marriage. *R.* It may have to be postponed.

Ten. Success in business. If followed by ◇ 9, the

note will not be paid when it is due; if followed by the ♠ 9, you will lose the entire amount.

Nine. Success in love.

Eight. Great anticipations.

Seven. Trifling love affairs. *R.* They will get you into trouble.

◇ Ace. A letter, or a written notice.

King. A person to beware of. *R.* Will annoy you in any case.

Queen. A shrew or gossip. *R.* She will make you tired.

Jack. A bearer of bad news. *R.* Worse than you expected.

Ten. An unexpected journey.

Nine. That expected money will not come to hand.

Eight. Some surprising actions on the part of a young man.

Seven. Success in lotteries, gambling or speculation. *R.* The amount will be very small.

♠ Ace. Love affairs.

King. Police or sheriffs. *R.* Loss of a lawsuit.

Queen. A gay and deceptive widow. *R.* She's fooling thee.

Jack. Disagreeable young man. *R.* He will do you an injury or injustice of some kind.

Ten. Prison.

Nine. Vexatious delays in business matters.

Eight. Bad news. If followed by the ◇ 7, quarrels.

Seven. Quarrels which will be lasting unless the card is followed by some hearts. *R.* Family rows.

Combinations.—4 aces, death; 3 aces, dissipation; 2 aces, enmity.

4 Kings, honors; 3 Kings, success in business; 2 Kings, good advice.

4 Queens, scandal; 3 Queens, dissipation; 2 Queens, friendship.

4 Jacks, contagious diseases; 3 Jacks, idleness; 2 Jacks, quarrels.

4 Tens, disagreeable events; 3 Tens, change of residence; 2 Tens, loss.

4 Nines, good actions; 3 Nines, imprudence; 2 Nines, money.

4 Eights, reverses in business or love; 3 Eights, marriage; 2 Eights, trouble.

4 Sevens, intrigues; 3 Sevens, pleasure; 2 Sevens, small affairs and gossip.

FROG

THREE, four, or five players, 36 cards, which rank, A 10 K Q J 9 8 7 6. All aces are worth 11, tens 10, K's 4, Q's 3, and J's 2. This gives us 30 in each suit, or 120 in all. The object of the game is to get home in tricks the majority of these points, that is, 61 or more.

There are only three active players in each deal. If four play, the dealer takes no cards. If five play, the dealer gives cards to the two on his left and the one on his right. Anyone can deal the first hand, giving 3 cards to each player and then 3 to the widow; then 4 to each player, but no more to the widow, and finally 4 more to each player, making three hands of 11 cards each, and a widow of 3 cards.

Each player in turn, beginning with the eldest hand, can bid for the game he will play. There are three games:

Frog, in which hearts must be trumps. The bidder turns the widow face up on the table, so that the others shall see what it contains. He then takes the cards into

his hand, and lays out any 3 cards he pleases, so as to reduce his playing hand to 11 cards. The cards laid out remain his property, and any points in them count for him at the end of the hand.

The eldest hand always leads, no matter who is the bidder and each player in turn must follow suit if he can. If he cannot follow suit he must trump. If the trick has already been trumped the third player must also play a trump if he cannot follow suit, but he is not obliged to over-trump.

At the end of the hand, the cards are turned over and counted, the bidder including his discard. Every point that he gets over 60 counts 1 for him in frog, and each of the other players must pay him. If he fails to reach 60, he must pay each of the players at the table, including those who hold no cards, if any. Exactly 60 is a stand-off.

Chico is the next higher bid. The single player can name any suit but hearts for the trump, and must play without the widow, although the points in it will count for him at the end of the hand. The value of the points over 60 in chico is 2 each; double what it is in frog.

Grand is the highest possible bid. Hearts must be trumps, and the bidder must play without the widow. The value of the points over 60 is again doubled, being 4 for grand.

The bidder must play the game he names in his bid. He cannot bid chico and play grand.

The game may be stopped at the end of any "round"; that is, when each player shall have had an equal number of deals. In settling, the highest score wins from each of the others, as in skat. Suppose three play, and the result is: A, 250; B, 310; C, 84. As A wins from both, double his $250 = 500$, and deduct what B and C have won, $310 + 84 = 394$, giving A 106 plus. Then B's

score; $310 \times 2 = 620$, minus $250 + 84 = 334$, giving B 286. Treat C's the same way; $84 \times 2 = 168$, minus $250 + 310 = 560$, a loss of 392, which is just what A and B have won.

GO BANG

A JAPANESE game, played on a board with 361 squares, 19 on each side. Two, three, or four players are provided with counters of distinguishing colors, and the object of the game is to get five of one player's men in a row, vertically, horizontally, or diagonally. Each plays in turn, putting his man on any vacant square on the board.

HALMA

THIS is played on a board with 256 squares, each player having 19 men of distinguishing colors. The instructions for the various and complicated moves are always included with the apparatus which it is necessary to purchase in order to play the game.

HEARTS

FOUR to six persons can play. Fifty-two cards, which rank, A K Q J 10 9 8 7 6 5 4 3 2. There is no trump suit. The lowest cut deals the first hand, and ace is low. The cards are dealt round one at a time, as far as they will go equally. The black deuces are sometimes discarded to make the pack even for five players.

The object is to avoid getting any hearts in the tricks

taken. Eldest hand leads, and all follow suit if able. If any player has none of the suit led, he may discard anything he pleases, usually high hearts. The winner of the trick takes it in and leads for the next trick.

Each is for himself, and after all the cards have been played, each player turns over the cards he has taken in and counts the hearts in them, paying a chip into the pool for each one.

Sweepstake Hearts

Any player having taken no hearts at all, takes the pool; two having taken none, divide it. If three or four have taken none, or if all have taken at least one, the pool remains, and becomes a "jack," which can be won only by a single player taking no hearts, all the others having at least one. The pool is increased, by payments, 13 chips each deal until it is won.

Heartsette

In this variation, any surplus cards from the pack, after all the players have been helped, are left on the table, face down, and must be taken in by the winner of the first trick, who shows them so that the others may know whether or not he is already "loaded."

Howell Hearts

This is a method of settling, which avoids the luck of the pool in sweepstake hearts. At the end of the hand, each player puts in the pool, for every heart he has taken in, as many counters as there are players besides himself. If four are at the table, he must pay three counters for each heart. After all have paid up, each player takes out of the pool one counter for every heart he *did not* take in.

Suppose the hearts taken are: A 3; B 6; C 4; D 0. A puts in 9; B 18; C 12, and D none. There are now 29 chips in the pool. A draws 10, because there were 10 hearts that he did not take; B 7; C 9, and D 13, and the pool is empty again.

Auction Hearts

The players bid in turn for the suit they wish to get rid of. No second bids. The amount bid must be placed in the pool, and the successful bidder then names the suit to be avoided, and leads anything he pleases for the first trick. At the end of the hand, each player has to pay for every card he has taken in of the named suit, just as he would have to pay for hearts in the ordinary game.

If the result is a jack, the choice is not sold again, but the same player looks at his cards for the next deal, and again names a suit to be avoided for that hand. The one who was the successful bidder in the first pool continues to name a suit and to lead first until some one wins the pool.

Spot Hearts

Instead of counting each heart as one, the pips on them are reckoned, the J Q K A being worth 11, 12, 13 and 14 respectively. The player with the smallest number collects from each of the others the excess they have over his. If two are equal, they divide what the others pay.

Three-Hand Hearts

When three play, the deuce of spades is thrown out, and 17 cards are dealt to each player. The settling is the same; but there are no jacks, the lowest score taking the pool.

Two-Hand Hearts

Each player begins with 13 cards, dealt from a full pack. The remainder of the pack is placed face down on the table between them, and the winner of each trick draws a card from the top of the stock, the loser drawing the next card, until the stock is exhausted.

Discard Hearts

Black-Jack, or Black-Lady

In this variety, the J of spades counts as 10 hearts; or if the lady is the card selected, the queen of spades is worth 13 hearts.

Each player at the table discards three cards, face down, and then picks up the three that have been discarded by the player on his right. As each must discard first, each knows three cards in the hand on his left, when it comes to the play.

The jack or lady ranks in its natural place among the spades, and if spades are led, it must be regarded as a spade; but the moment any other suit is led, in which the player cannot follow suit, the jack or lady may be discarded, just as one would discard hearts. It can be played on hearts if the player has no hearts, as it ranks below the deuce of hearts if hearts are led.

Progressive Hearts

This is a game for large parties. At the end of each hand the two ladies at the same table compare, and the one with the lesser number of hearts goes to the next higher table and gets a punch mark on her score card.

The gentlemen compare in the same way, but the winner goes toward the booby table, so as not to meet the same winning lady again. Ties are decided by cutting.

The prize winners are those who have the greatest number of punch marks at the end of the game.

KENO, OR LOTTO

Any number of players, one of whom must be the banker. Spread round on the tables are a number of cards with figures on them. These figures are so arranged that there are no duplicates on the same card, but there shall be five numbers in each horizontal row. For convenience in finding them, they are kept in separate columns, one column for each set of tens. This prevents any row having two numbers in the same set of tens.

Across the middle of the card, its number is stamped in large red figures. Suppose this is card No. 264;—

2			35		51		72	84
	16	22	38			61	74	
6	10	25	264				77	88
7			31	44	53		70	
	12			42	59	65		80

A card may have less than five horizontal rows of figures upon it; but no such row can have more or less than five figures in it.

Each player pays so much for a card, and he may buy as many as he thinks he can take care of. The numbers of those paid for are pegged on a board as a check.

The keno roller then puts 90 small numbered balls into a "goose," which is a wooden globe, with a spout at the bottom like a powder flask, so as to let out only one ball at a time. The goose is spun round to shake up the balls, and as each is taken out it is announced. Any player finding the number on his card, covers it with a button, and the first player to get five numbers in the same horizontal row covered, shouts "Keno." The marker then calls the numbers he has covered, so that the roller can verify them as having all come out of the goose. If the keno is correct and the card has been paid for and pegged, the player wins the pool.

KLONDIKE

THERE are several ways of playing this game, the following being probably the original form.

The banker sells a pack of 52 cards for $52, and he agrees to pay $5 for every card the player gets down in the "top line," so that if he gets 11 or more down, he wins; if he gets 10 or less, he loses.

The pack is shuffled by the player and cut by the banker. Holding it face down, 13 cards are counted off for the "stock." The stock pile is placed, face up, on the player's left. The next card on the pack is turned face up for a "starter," and is put in the "top line," further from the player. Let us suppose it to be the jack of

spades. All the starters for this deal will then be jacks, and nothing but jacks can be put in the top line, except cards that will build upon jacks already there.

The starter settled, four cards are then dealt off the pack, one at a time, and are placed in a row to form the "bottom line." From the remainder of the pack which is held in the player's hand face down, the cards are run off three at a time, each three being turned face up on the table. Let us suppose that the 5 of hearts is the top of the first three run off, the table will then have this appearance.

The starter ;— 

The stock ;— 

The bottom line ;— 

The top of first 3 ;— 

If the player can "use" the top card of these three, or the top card of the stock, he does so, and then perhaps the card exposed underneath can be used also.

Cards used in the top line must build "up" in sequence and in suit, so that nothing but the Q of spades will go upon the J of spades. When another J shows, it must be placed in the top line, and can then be built upon in sequence and suit. After getting up to the K, the A

comes next, and then the 2 and so on to the 10, which ends that suit and that pile.

Cards used in the bottom line must be built "down" in sequence, and must alternate in color, regardless of suit. The red 5 which shows on the top of the first three cards laid off can be used by placing it on the black 6 in the bottom line. This will allow the black 4 on the stock to be used on the red 5. Two fresh cards are now exposed; one on the stock and one of the two left on the table. If these can be used, they may be; but if not, the player runs off three more cards from the pack, turning them up and placing them on the top of the two that were previously run off.

If a card can be used by moving it from its place in the bottom line to another pile in either line, it may be, provided there are not more than two cards in the pile from which it is taken. When a vacant place is left in the bottom line, it may be filled by taking a card from the top of the stock and placing it in the bottom line.

The object is to build down on the lower line until starters appear, when they are placed in the upper line and built upon as rapidly as possible.

When the player gets to the end of the pack, there may not be exactly 3 cards to run off, in which case he turns up what there are, just as if it were 3. He then takes up the whole pack again, without any shuffling or cutting, and turning it face down, goes through it, 3 cards at a time, as before. If any card has been used in the previous run through, it will of course change the cards that will appear on the second run through; but if the pack has been run through without using any card from it, or from the stock, it is obviously useless to go through it again, as the same cards will appear.

As soon as the player is unable to build any further, the

game is at an end, and the cards in the top row are counted and settled for. The other cards have no value.

Seven-Card Klondike

A much simpler method is to shuffle the full pack of 52 cards and, after cutting, turn up the top card, and then lay six more cards in a row to the right of it; but face down. On the second card of this top row, another card is placed face up, and then five face down. On the second of this last row, another card face up, and then face down to the end of the line, and so on, until the layout has this appearance;—



The starters are always aces, and the moment an ace appears it is put in a line by itself at the top of the layout. On these aces, sequence and suit is built up to the kings.

Before running off the remainder of the pack into threes, the player should build from one pile to the other as much as he can on the layout, all builds being down, and changing color. As soon as a space is left, it can be filled with a king, but with no other card.

In the example, the player could put the black 5 on

the red 6, leaving a space. In this space he could put the black K, and upon it the red Q. The moment a card is taken away to another file, the card under it is turned face up and is available for building.

In this game the player is not allowed to borrow a card from one file unless it is the only card on that file, face up, or unless he can take all the cards that are face up together. If he had face up on a file cards from a red 4 to a black 9, for instance, he could move them all to build them on a red 10.

Payments are made for all the cards in the ace line; that is, for all aces and cards in sequence and suit with them showing on the top line. As soon as the player is no longer able to make a change by running off the pack in threes, the game is at an end.

Another way to play is to run off the pack one card at a time, instead of in threes. When this is done, the pack is gone over once only, and that ends it.

LANSQUENET

ANY number of players, with a full pack of 52 cards; sometimes two packs shuffled together, and used as one. The first deal is cut for; then it passes to the left. The cards are shuffled and offered to the players to be cut.

The two top cards are turned face up and placed aside, for the purpose of deciding whether the deal shall pass or not. They are called the "hand cards," and no bets can be made on them. The banker then deals one card face up for himself, and one face up for the players. If his or their card matches one of the hand cards, it must be placed with them, and another dealt, as all bets must

be made on single cards. All bets made upon the players' card are supposed to be covered by the banker at once.

The banker proceeds to turn cards from the top of the pack, one at a time, and as long as his own card remains undrawn he wins. If he draws one of the same denomination as the players' card, he takes all bets made upon it. If he draws his own card, the players win all they have staked. If he draws a card that matches neither, it is placed beside the players' first card, and they can then bet upon it also.

As soon as one of the players' cards is matched, the banker withdraws the pair and places them beside his own card, so as to keep them separate from the exposed single cards, but he cannot withdraw his own card. If a card turns up which matches either of the hand cards, it is placed upon the card it matches. If both of them are matched before either the player's or the bankers' card appears, the banker can gather up all the cards and deal again.

LAWS OF CARD GAMES

All card games are governed by certain general principles, with which the card-player should be familiar. In certain games, for certain reasons, special laws are made to fit the peculiarities of the case; but the laws which are common to all and which may safely be applied to any game which has no special code of rules, are briefly as follows;—

If there is any choice about seats or cards, or if any position in the game, such as first dealer, is an advantage, it is usual to cut for the privilege. In some games, the lowest cut wins; in others the highest, and in some the cards rank one way in cutting and another way in play.

The usual method of cutting for partners or deal, is to shuffle the pack and spread it face down on the table, each player drawing a card. It is not allowed to draw a card within four of either end. In case of ties they cut again; but in case of cutting ties for partners, the new cut decides nothing but the tie; because if the first cut has given to a certain player any special privilege, such as the first deal at bridge, he cannot be deprived of it by a second cut made by other players.

In round games, where there is only one thing to decide, such as the first deal, a common way is to throw round the cards until some one gets a jack.

Before the deal, although any player at the table has a right to shuffle the cards, the dealer can shuffle last of all.

The pack is always presented to the non-dealer, or to the player on the dealer's right, called the "pone" to be cut, and at least as many cards as will form a trick must be left in each packet. If it is not a trick-winning game, as many as would form a hand or as are dealt at a time, never less than four or five.

The cards are always dealt from left to right, face down, to each player in rotation, beginning on the dealer's left. In all games in which there is a widow or blind, the cards for it must never be the first nor the last laid off. The usual rule is to lay off for the widow after dealing the first round to each of the players, including the dealer himself.

If a pack is found to be incorrect or imperfect, the deal is void, but all previous scores made with that pack stand good. An imperfect pack is one in which there are duplicates, or missing cards, or cards so torn or marked that they can be distinguished by the backs.

If a card is found faced in the pack, or if the dealer gives too many or too few cards or hands, it is a misdeal.

Whether or not a misdeal loses the deal depends on whether the deal is an advantage. If the deal is an advantage, a misdeal loses it, except in special games like bridge or cribbage; but if any other position at the table is an advantage, like the age in poker, the same dealer deals again.

In all bidding games, the bid goes from left to right, usually beginning with the eldest hand.

In playing, unless it is a bidding game, the eldest hand always leads first. In many bidding games, the successful bidder leads first; but if it is a partnership game, the eldest hand still leads.

If any cards are exposed in play, as by playing two or more to a trick, dropping cards face up on the table, such cards are exposed, and must be left face up on the table, if the player in error has any partner that could derive any information from the exposure. These exposed cards can be called by the adversaries at any time. When the game is short and one exposed card might decide it, the player in error loses the game at once, as in skat.

If a player who has a partner leads out of turn, the lead is an exposed card, but in some games the adversary can call a suit from the one that should lead, or that next gets into the lead, instead of calling the card exposed. In short games like skat and euchre, a lead out of turn loses the game.

If any player is found to have a wrong number of cards, after he has played to the first trick, the others having their right number, the penalty depends on the nature of the game; but the general principle is, that if he is short, he is responsible as if he had the card in his hand. If the full pack is dealt out, he must find the card. If a player has too many cards, his hand is foul and he cannot score anything.

Claims for revokes must be proved before the score is put down. Errors in the score must be corrected before the final settlement, as of a rubber, is agreed to.

LIFT SMOKE

ANY number of players less than seven, each putting a counter in the pool. Fifty-two cards, dealt one at a time, until each of six players has 4, five players 5, four players 6. The next card is turned for a trump, and the remainder of the pack is left on the table, face down, for the stock.

Eldest hand leads, and all follow suit if they can. Having none of the suit, the player can trump. The winner of the trick draws the top card from the stock and leads for the next trick; but none of the other players draw any cards. The last player to hold cards wins the pool. If it comes down to two players with a card each, the proper one leads, and the winner of the trick takes the pool.

MATRIMONY

THIS is a round game for any number of players, with a layout on the table, which may be a sheet of paper, in the centre of which is a circle, marked "Matrimony." This means any king and queen. The four sides of the layout are marked respectively; "Best," which is the diamond ace; "Pair," the highest pair shown; "Confederacy," any king and jack; and "Intrigue," any queen and jack.

The players cut for deal, and the dealer names a certain number of counters, say 12, which he distributes on the layout to suit his fancy. The other players must then each take one less, that is 11 counters, and distribute them on the layout as they please. If the dealer bets 20, they must each bet 19.

The dealer gives a card to each, face down, and another face up. If the ace of diamonds shows face up, it takes everything on the layout. If it does not show, all bets on "best" remain until the next deal. The players then turn up their down cards, and anyone holding any of the combinations except "best" takes all bets upon that part of the layout. The player nearer the dealer on his left wins ties.

Any part of the pool not won remains until the next deal, which passes to the left, the new dealer announcing and putting up as many counters as he pleases.

MONTE BANK

Or, Spanish Monte

THIS game is evidently the modern version of lansquenet. It is called monte "bank" to distinguish it from three-card monte. Any number can play against a banker, who places on the table all the money he will risk usually gold and silver, neatly piled up.

The Spanish pack of forty cards is used. After it is shuffled, it is offered to the players to cut. The banker holds the pack face down, and draws two cards from the bottom, placing them face up on the table for the "bottom layout." Two cards are then drawn from the top for the "top layout." The players can bet on either

layout, and after all bets are made the pack is turned face up.

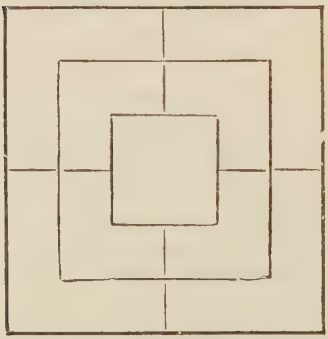
The card in sight is called the "gate" or "port," and if it is of the same suit as either of those in the top layout, the banker pays all bets on that layout. If it is the same suit as either card in the bottom layout, he pays that also. If there is no card of the same suit as the gate in either or both layouts, the banker wins.

Suppose the cards in the top are clubs and spades; in the bottom spades and hearts. If the gate is a club, the top wins and the bottom loses. If the gate is a diamond, both layouts lose. If it is a spade, both layouts win.

The pack is then turned face down again; the gate is thrown aside; two fresh layouts are made, bets placed, and another gate turned up as before, and so on.

MORELLES

Or, The Mill



THIS is the game of Nine Men's Morris, referred to in "Midsummer Night's Dream." Each player is provided

with nine men, of distinguishable colors, and each places one man in turn upon the layout, the object being to get three men in a line by occupying any of the intersections, corners, or meetings of the lines on a sheet of paper, ruled off like the diagram.

The first to succeed in getting three men in a line, can remove from the board any one of his adversary's men that he chooses, except that he cannot take one of three already in line unless there are no others on the layout.

As soon as all nine of his men are entered, the player can move any man to any adjoining space, provided it is vacant. The moment a new line of three is formed in this way, an adversary's man can be lifted. Sometimes one man can form and reform two lines alternately several times.

This continues until one player has only three men left. Any of these three men can then hop over to any vacant square on the board. As soon as the other is reduced to three men, he can hop also; but the moment either player has only two, his game is lost.

MORT

Or French Dummy

Four players, 52 cards, which rank: A K Q J 10 9 8 7 6 5 4 3 2. Lowest cut deals the first hand of the first game, and is called Vivant; the next lowest cut will be Vivant next game, and so on; one cut deciding the order for four games. Player sitting opposite Vivant is Mort for that game. Vivant deals four hands of thirteen cards each, one at a time, turning up the last for a trump. Next deal, if the game is not finished, the player on

Vivant's left will deal, but the original Vivant is still the one that plays the dummy. Next deal, Vivant will deal for his dummy, and so on round, Mort remaining dead to the world all the time. As soon as a game is finished, the player who was Vivant sits opposite the next Vivant, and becomes Mort for that game.

A misdeal does not lose the deal.

The cards dealt to Vivant's partner, Mort, are turned face up before a card is led, no matter who deals. Vivant plays his own hand and Mort's, no matter who deals.

Eldest hand leads any card he pleases, and the others must follow suit if they can, the winner of the trick leading for the next trick and so on. The first six tricks taken by one side do not count, but all over these six, the "book," count toward game.

Five points is game, made by tricks alone, as honors have no value in mort. If one side wins more than enough to go game they still go on playing the hand and score all the points they can get. Suppose Vivant is 4 up and wins 5 by cards; he wins a game of 9 points.

If either side makes a slam, all 13 tricks, it is worth 20, but it counts nothing toward game, being scored above the line, so that if Vivant were 3 up and made a slam, he would still be only 3 up so far as winning the game went.

The games have a different value according to the state of the loser's score. If they have nothing, the winner adds 3; if they have 1 or 2 points only, the winner adds 2; if they have 3 or 4 up, the winner adds 1. In addition to this, the winners always add 4 for consolation. Both sides then add up and the difference is the number of points won.

Suppose Vivant wins a game of 9 to 4. His score is 9, + 1, for the "single," + 4 for the consolation, or 14

points, from which he must deduct the 4 the adversaries made, leaving him 10. These 10 points he wins from each adversary. The dummy player or Mort has nothing to do with these payments, as he is not interested in the game in any way.

Suppose the adversaries win a game of 7 to 2, Vivant having made a slam on one hand. They score 7, + 2 for the double, + 4 for the consolation, = 13. Deducting this from Vivant's 22, shows they have lost 9 points, although they won the game.

The first game over, Vivant sits opposite the one who will be Vivant for the next game, so that the Vivant for one game has no interest whatever in the next. But in the third, he will enter as an adversary of the Vivant.

NAPOLEON
Or Nap

Two to six players, four being the usual number. Fifty-two cards, which rank: A K Q J 10 9 8 7 6 5 4 3 2, the ace being the highest in play, but lowest in cutting. The lowest cut deals five cards to each player, 2–3 at a time. No trump is turned, and there are no misdeals. Each player is for himself.

Each player in turn, beginning on the dealer's left, bids the number of tricks he will take if allowed to name the trump suit. The successful bidder must lead a trump for the first trick. A bid of five tricks is "nap." If all pass, the dealer is bound to bid at least one.

Players must follow suit if they can. After the first trick, any suit may be led. As soon as the bidder gets the number of tricks he has bid, the rest of the hand is

abandoned, and the adversaries each pay him a counter for every trick bid. If he fails, he must pay each adversary as many counters as he bid. A player bidding nap wins 10 from each if he succeeds, but pays 5 only if he fails.

Wellington and Blucher

It is sometimes agreed that a player may overbid "nap" for 5 tricks, by calling "Wellington," which means that he will play to win all five tricks, and will pay 10 counters to each if he fails. This again may be outbid by a "Blucher" which will pay 20 if it fails. In neither of these will success bring more than 10 from each of the adversaries.

Misery Nap

Sometimes it is allowed to bid misery, in which there is no trump suit, and the bidder proposes to avoid taking a single trick. Misery ranks between a bid of three and one of four, and wins or loses three counters with each adversary.

Pool Nap

Each player contributes a like amount, and each dealer in turn adds a stipulated sum. The revoke penalty is to add 5 counters to the pool; a lead out of turn pays 3. Nothing less than a bid of nap will win the pool, and if such a bid is made and fails, the player must double the amount then in the pool, besides paying the individual players 5 each.

Écarté, or Purchase Nap

After the pool is made up, and before bidding begins, each player in turn may buy cards in exchange for any

of those dealt him, paying a counter for every card he throws out.

Peep Nap

One card is dealt face down for a widow. Any player who will pay a counter to the pool may take a peep at this card before he bids. The one who offers to take the most tricks, takes the widow, whether he has previously peeped at it or not, and discards down to five cards again, before he plays. Even if nap has been bid, the following players have the privilege of a peep if they pay.

Widow Nap

Five cards are dealt for a widow hand, one on each round, just before the dealer helps himself. Any player who is willing to bid nap may take the widow and discard down to five cards again before he leads. Any less bid than nap must be played without seeing the widow.

OLD MAID

THROW out the Q of hearts from a 52-card pack. Distribute the cards one at a time as far as they will go among the players, until the whole pack is dealt out. The players sort their cards into pairs, and all pairs are thrown on the table face up. Four of a kind is two pairs.

Each player in turn, beginning with the eldest hand, then offers her remaining cards face down, and spread out like a fan, to the player on her left, who draws one. If it makes a pair, the pair is thrown out, as before.

Whether she gets a pair or not, she presents her hand in turn to the player on her left. This is continued until only one card is left, which must be the odd queen.

PATIENCE GAMES

Or Solitaire

In almost all games of patience or solitaire the principle involved is that of playing sequences "up" or "down," changing colors each time, so that a red 4 will require a black 3 upon it if one is playing "down"; or a black 8 will require a red 9 if one is playing "up." When the object is to get the cards out of the pack in sequence and suit, separate piles are usually started with a particular card, which is called the "foundation"; and each foundation pile must begin with a card of the same denomination.

There are endless forms of solitaire, or patience; but a description of one or two games will probably give one an idea of the whole. Klondike, already described, is really a game of solitaire.

With One Pack

Sort out the four aces and lay them in a row for the foundations. The object is to build upon these, in sequence and suit, up to the king.

Shuffle the rest of the pack and deal the cards on the table, one at a time, face up, using any card that is available for building on the foundations. Cards not available must be left face up in piles below the four aces.

and not more than four of such piles may be formed; but the unavailable cards can be placed in any of the four piles at pleasure, and the top card of any pile may be taken at any time for use on the foundations.

Sometimes, instead of laying out the four aces at the start, the player waits until he reaches them in the course of running through the pack. It is then permitted to pick up the piles and run through the pack a second and third time, leaving the foundations as far as they have gone.

With Two Packs

Four rows of ten cards each are laid down, face up. Pick out any aces that appear, and place them apart as foundations, upon which to build sequence and suit up to kings.

No card in the layout can be used that has a card in the line immediately below it, so that only the cards in the bottom row, or above where an ace was, can be used at first. The next card turned up on the top of the stock can also be used.

In the layout itself, sequence and suit must be built down, from the 5 to the 4. When a card is taken from the lower row to build with it, it releases the card immediately above it. If all four cards in one of the ten rows are used, leaving that row vacant, it can be filled from the top again with any card from the layout, or one from the top of the stock.

The stock should not be used until all the available cards have been built upon the layout itself. As the stock is gone over card by card, any cards which cannot be used, either in the layout or on the foundations, must be thrown aside as dead.

There is no redeal.

PINOCHLE

Two-Hand

Two players, with two packs of 24 cards each, shuffled together and used as one. The cards rank: A 10 K Q J 9. Ace is high, both in cutting and in play. Highest cut has choice to deal the first hand or not. Twelve cards are given to each player, four at a time, and the next is turned up for the trump. If the turn-up is a 9, the dealer scores 10 points at once for "dix." After winning a trick, and before drawing from the stock, the 9 in a player's hand may be exchanged for the turn-up trump, and 10 scored for it.

Eldest hand leads for the first trick. There is no obligation to follow suit, even in trumps, until the stock is exhausted. After each trick, the winner draws the top card from the stock, and the loser of the trick takes the next one.

Upon winning a trick, and before drawing from the stock, the player can "meld" certain combinations of cards. These melds are divided into three classes, as follows.

CLASS A.	Counts.
K and Q of any plain suit	20
K and Q of trumps	40
Five highest trumps, A 10 K Q J	150
CLASS B.	
Spade Q and diamond J, pinochle	40
Double pinochle, both Q's and J's	80

CLASS C.	Counts.
Four aces of different suits	100
Four kings of different suits	80
Four queens of different suits	60
Four jacks of different suits	40

Only one meld can be made at a time, and a fresh card must be played from the hand for each. If the trump marriage is scored first, the A 10 J may be added to score the sequence; but if the sequence is scored first, the marriage is lost. Kings and queens once used in marriages cannot be used again except to form melds in another class, such as four of a kind. A new king cannot be added to the queen used in trump sequence to make a new marriage. Some cards may be used several times over, such as the spade queen, which may be melded in marriage, then in trump sequence, then in pinochle, and in four queens.

All melds must be left on the table; but the cards may be led or played at any time, as they are still part of the player's hand. After the last card is drawn from the stock, no further melds can be made, and all the cards lying on the table are taken in hand again.

During the last twelve tricks, the second player to each trick must not only follow suit if able, but must win the trick if he can, either with a higher card or with a trump. The winner of the last of these twelve tricks scores 10.

In addition to the melds, dix, and last trick, there is a score for "cards." All aces are worth 11 each; tens 10; K's 4; Q's 3; J's 2, so that there are 240 of these points to be divided between the players on every deal. These are not reckoned during the play of the hand; but each player should keep mental count of them when the end game is close.

Game is 1,000 points, and the player who first reaches that number and announces it, wins. If both are 1,000, the one who calls out wins, unless they are both finished playing the hand and have started to count their cards, in which case, neither having called out, they must set the game to 1,250. It is too late to call out after the last trick has been taken in and the other cards touched to count them. If a player calls out when he is not out, he loses, no matter what the other player's score may be.

Sometimes the aces and tens are the only cards counted, and they are reckoned as 10 each, making 170 the total count for cards, including the last trick.

Sometimes all the counts are reduced so as to make each 10 worth 1 only, and the game is then 100 up. Pinochle would then be worth 4 instead of 40.

Another method is to call the aces and tens worth 10 each, the kings and queens worth 5 each, jacks nothing. This preserves the original total value of the cards and last trick, making it 250.

Three-Hand

After the cards are cut, the bottom card is turned up for the trump, and sixteen cards are then given to each player, four at a time. There is no stock, and each player is for himself. Any player may show the dix and exchange it for the turn-up at once. If two players have dix, the one next the dealer on the left gets the trump card, but both score 10 points.

All melds must be shown before a card is played, and the cards may be combined in as many ways as they would be if the melds were made one at a time, as in two-hand. One fresh card must be laid out from the hand for every fresh meld as it is announced.

Four kings and queens count 220. The trump sequence is worth 190.

If a player does not win a trick, all his melds for that deal are wiped off the slate again.

No melds are allowed after the play to the first trick; but all melds may be scored as soon as the player who has made them wins a trick. Players must follow suit, and must head the trick if they can. The winner of the last trick scores 10 points.

The game is 1,000 up, and the first player correctly announcing that he is 1,000, wins. If he is wrong, he loses the game at once, and the two others play on alone.

Four-Hand

Two play against two, as partners, or each may be for himself. After the cut, the bottom card is turned up for the trump and then twelve cards are dealt to each player, four at a time.

The rules are the same as in three-hand. If each is for himself, he must win a trick before he can score his melds; but if it is a partnership, either partner winning a trick makes the melds for both good. If no trick is won, the melds are lost.

Sixty-Four Card

This game is played by adding the 7's and 8's to the regular pack. Twelve cards are dealt to each player, and the seven takes the place of the nine as dix.

AUCTION PINOCHLE
With a Widow

The most popular form of modern pinochle is a game for three players. If there is a fourth at the table he takes no cards, but shares in the fortunes of those who are opposed to the highest bidder, win or lose.

This game is played with a double pinochle pack of 48 cards, containing duplicates from the nine to the ace of the four suits. The cards rank A 10 K Q J 9, the ace being high in both cutting and play. If players cut cards of equal value they cut again.

The player who cuts the highest card has the choice of seats and takes the first deal, the others choose their seats in the order of their cuts. The pack, thoroughly shuffled, is presented to the player on the right to be cut and the cards are dealt from left to right, three at a time, until each player has fifteen. The three extra cards are left face down in the centre of the table for a "widow," and may be dealt at any time except that they shall not be the first three nor the last.

If any card dealt for the widow, or more than one of the cards dealt to a player is exposed during the deal, there must be a new deal by the same player.

If any player finds he has too few cards, he draws face down from the spread hand of the player who has too many. If the shortage is not discovered until the bidding has begun, it must be remedied in the same way, but the bidding stands as it was up to that point. If the shortage is not discovered until the widow is taken up, the bidder cannot lose his game if his cards are correct.

Bidding

The player to the left of the dealer makes the first bid, which must be for 200 or more and each succeeding bid must advance by at least ten points at a time, each player in turn to the left raising or passing until no one will go higher. A player who has passed on one round may come back and bid next time if he thinks it advisable to do so; but if any card in the widow happens to be exposed during the bidding, the last bid made shall stand as final, regardless of who made it.

The highest bidder turns the three cards of the widow face up, to give the other players ample opportunity to see what they are. He can then abandon his game as hopeless, without making any melds or attempting to play the hand, and pay to each of his opponents the amount of his bid. But if he determines to play the hand he takes up the three cards in the widow, and discards three others in their place, after which he announces the suit that shall be the trump and lays down whatever melds his hand contains. If he decides to play and fails to make good his bid after adding together the value of his melds and the points he takes in in tricks, he loses double.

Should the bidder wish to change his discard after having taken up his melds ready to play, he must lay out his melds again, as no card that is part of his melds can be laid away in the discard. The penalty for doing so is the loss of the game, as it is for discarding the wrong number of cards. No change in the discards can be made after the first card has been led for the play. It is the business of the adversaries to see that

the melds are correctly made and the true value claimed for them.

The Play

In this form of the game the opponents of the highest bidder make no melds, their entire play being to prevent the bidder from making good his contract, if he has decided to play the hand.

After the bidder has announced the trump, scored his melds, made his discards and taken all his melds back into his hand, he must lead for the first trick, any card he pleases. Each player in turn to the left must follow suit if he can. If he cannot follow suit he must trump if he can, and if a trick is already trumped and he cannot follow suit he must over-trump if he can.

If trumps are led each player in turn must head the trick if he can. If he cannot follow suit and has no trumps, he may discard anything he pleases.

The most serious error in the play is the revoke. This is failing to follow suit when able to do so, or failure to head the trick when he should do so, or to play a trump when required. The revoke is established as soon as the card played in error is placed face upward on the table, so that the other players can see its face. The penalty for a revoke is the immediate loss of the game. The same penalty attaches to a lead out of turn by an adversary of the bidder.

Scoring

The scoring for melds should be governed by the same rules in all forms of pinochle, but in many places it is the custom, when playing auction with a widow to count the trump sequence as one meld only, worth 150, and to count the round trip, four kings and four queens of different suits, as 240, instead of 220. In

this game the nine of trumps is the dix, and is worth 10 points if held by the bidder and shown with his melds. Cards used in melding 150 trumps, or in marriages, may also be used to make four of a kind.

The melds count for the bidder even if he does not win a trick, provided they are enough to cover his bid.

In addition to his melds, the bidder counts for all the points he takes in in tricks at the values shown on page 267. His adversaries also count all their tricks points, to see that the scores balance, the total being 250, with the ten points for the last trick. In no case can the bidder win more than the amount he bids.

Simplified Scoring

It is a common practice to divide the actual scores by ten, so that a bid of 240 if made would be put down as 24; or 360 as 36. In some places it is the custom to throw off all parts of 50, and count 240 bid and played as only 200 or 20; but to call 360 as 400 or 40. Although the bidder is given only 200 for a game worth 240, he must make 240 in the play, if he bid 240.

In order to make the bidding more lively, it is common practice to place a premium on bids of a certain value if they are played and made. This premium is in giving an excess value in the score, as follows:

Bids between 350 and 399, worth 50.
Bids between 400 and 449, worth 80.
Bids between 450 and 499, worth 100.
Bids above 500, worth 120.

This game closely resembles auction bridge in putting a premium on good judgment as to the value of a hand; but has the additional factor of requiring a thorough knowledge of the probability of finding a certain card or cards in the widow.

PIQUET

Or, Piquet au Cent

Two players, 32 cards, which rank, A K Q J 10 9 8 7. Lowest cut deals, ace is low. Twelve cards to each player, two at a time. No trump turned. The remaining eight cards are placed on the table face down, the five on the top being placed across the three on the bottom.

The object of the game is to make points, sequences, fours, and triplets.

The players first examine their hands with a view to improving them by discarding and taking in other cards. If the non-dealer, the pone, finds himself with no K, Q, or J, he announces "carte blanche" immediately, and scores 10 for it. The pone must discard at least one card, and not more than five. For as many as he has laid out he takes others from the five on the top of the stock. If he takes less than five, he may look at the remainder of the five he might have taken; but not at any of the three others.

The dealer has the privilege of taking all that are left, but is not obliged to take any. If he holds carte blanche, he must announce it as soon as the pone has discarded and drawn. The dealer may look at the cards he leaves any time before playing to the first trick. If he looks, the pone may see them also; if he does not, the pone cannot. Either may look at his own discards any time during the play.

After discarding and drawing, announcements are made as follows:

The point is the suit of the greatest numerical value, reckoning aces as 11, court cards as 10 each, all others by the pips. The pone calls the number of his point, and the dealer says "good," or "not good," as it is better or worse than his own. If equal, he says "equal." If the point is good, one point is reckoned for each card in the suit. Sometimes points of 34, 44, 54, and 64, are reckoned as only 3, 4, 5, and 6 respectively. If a player undercalls his point, he must abide by his error. If the point is equal, neither player counts it.

Sequences are called next. The greatest number of cards in sequence in any one suit is "good," but there must be three or more. Number being equal, the highest card decides it. Sequences of eight cards are worth 18; seven cards 17; six cards 16; five cards 15; four cards 4 only; three cards 3 only. The player holding the sequence that is "good" can reckon any others he holds, but his adversary cannot count any sequences. If the best is a tie, neither player counts any sequences.

Fours and triplets are called next, and counted if "good"; but they must be tens or better. Four of a kind is worth 14; three of a kind 3 only. If each holds the same number, the higher is good. The player holding the best can count all other fours and triplets he may have, but his adversary cannot count any. For instance: One has four tens and three jacks; his adversary holding three aces and three kings. The four tens are "good" so the three jacks can be scored, but the aces and kings count nothing. A player cannot afterward count better sequences, fours, or threes than those he first calls. He may "sink" his best if he so chooses, refusing to call it.

After the pone has counted all that he is told is good,

he leads any card he pleases. Before playing to this lead, the dealer counts all that he has that is good.

The second player in each trick must follow suit if he can, but he is not obliged to win the trick. The leader in each trick counts "one" every time he leads a card higher than a nine, whether it wins the trick or not, adding this "one" to the total of all he had that was good. Suppose the pone had a point of 5, sequence of 15, and 3 queens, total 23. If he leads any card above a nine, he says "twenty-four." If the second player wins any trick with any card above a nine, he counts one, adding it to the total of his previous announcements. The winner of the last trick counts two.

All the tricks played can be examined by either player at any time. If the players each win six tricks, it is a tie; but if either gets more than six, he scores 10 for cards. Winning every trick counts 40 for "capot."

The game is 100 points.

If a player can count up to 30 in declarations and play to tricks before his adversary counts anything, he adds 30 to his total and calls "sixty" for "pic." If he can count to 30 in hand alone, before playing a card, and before his adversary has anything that is good, he adds 60, and calls "ninety" for "repic." Equalities do not save pic or repic.

In scoring pic and repic, the order of the declarations must be carefully observed; because those first in order count ahead of those later, and may save repic. The point is especially useful in this respect. The order is: carte blanche, then point, then sequence, then fours and triplets. If there is no carte blanche, and the point is equal, one player may make repic with sequence and fours, if they are both good.

Rubicon Piquet

In this variation, the point is decided by the greater number of cards in the suit, the pip value being called only to decide ties. The last figure only is given, 46 being called as 6. If the pone's point or sequence are good, the suit must be named.

Every card led counts one, regardless of its value.

Six deals is a game, and at the end the player with the higher score adds 100 points and then deducts his adversary's score, winning the difference. If the loser does not reach 100 points, in the six deals, he is rubiconed; and the winner adds his score, instead of deducting it. If both fail to reach 100 in the six deals, the higher score still wins a rubicon.

Penalties

A misdeal does not lose the deal. If a player deals out of turn, he may correct himself if he has not seen any of his cards. If the dealer gives too many or too few cards, a new deal is at the option of the pone. If the deal stands, the stock must be divided 4–3, or 5–2, if it is short.

Should a player discard less than he intended, he cannot change his discard after he has touched the stock. If he has discarded too many, he may take back if he has not touched the stock. If he has discarded wrongly and drawn, and cannot draw cards enough to restore his hand to 12 cards, he must play with the short hand.

If the pone draws any of the 3 cards that belong to the dealer, he loses the game. In rubicon, he does not score anything that deal. If the dealer draws any of the pone's five, before the pone announces that he leaves so

many, he loses the game. In rubicon, he scores nothing that deal. If the pone says nothing about leaving any, the dealer has a right to assume that only three cards remain.

If either player draws a card too many, he may replace it if he has not seen it nor put it in his hand. If he has seen it, he must show it. If the superfluous card has been taken in hand, the hand is foul, and nothing can be scored with it; but the adversary can score whatever he has, even if inferior. A player with too few cards can play and score whatever he holds and makes, except capot and last trick.

If a player looks at one of the other cards before or during the draw, he cannot count anything that hand. If he looks at a card left in the stock when he is not entitled to do so, his adversary can call a suit to be led.

A player who has made an erroneous declaration must amend his call before he plays, or he will lose any other declarations, even if they were correct. His adversary will then count anything he holds, even if inferior.

There is no revoke in piquet. When the error is discovered the cards are taken back and replayed.

Piquet a Écrire

Any number of players from 3 to 7, each playing two consecutive deals; first with the player on the right and then with the player on the left. At the end of the round, each pays the difference between his score and that of the others.

Piquet for Three, or Piquet Normand

Three players, each having 10 cards dealt to him. The two that remain in the stock can be taken by the dealer

in exchange for his own, but no other player has this privilege.

Eldest hand declares first, and calls "ninety" for repic if he can count 20 that is good before he leads a card. He can call "sixty" for pic, if he can reach 20 that is good in hand and play combined; in both cases before either adversary scores a point, of course.

If the score for cards is a tie, each player counts 5. Capot counts 40 for one player. If one player does not take a trick, the others count 20 each.

Piquet for Four, or Piquet Voleur

Four players, two being partners against the other two. Eldest hand declares everything he has, without waiting to know if it is good, and then leads a card. If the player on his left admits the announcements made to be good, he says nothing but plays to the trick. If he has better, he announces it, and plays, and so on round the table.

If one player has already announced anything that is good, his partner can show and score anything in the same class. Suppose eldest hand has four kings, admitted good; his partner could score three jacks and three tens, even if another player has three queens or aces.

After all four have played to the first trick, the combinations announced are shown and verified, and the leader of each trick calls the total score for his side.

If the partnership reaches 20 that is good without leading a card, they call "ninety" for repic. If they get to 20 that is good in hand and play, they call "sixty" for pic. In this game carte blanche counts toward pic or repic, so that a double carte blanche between partners would be a certain repic.

Piquet with a Trump, or Imperial

In this game, which is for two players, the cards rank: K Q J A 10 9 8 7, and the K Q J A 7 of the trump suit are honors.

The score is kept by putting up markers, each player being provided with six white and four red. The six white equal one red, and as soon as either player has put up all his counters he is game.

Twelve cards are dealt to each, two at a time, and the next is turned up for a trump. If this is an honor, the dealer puts up a white counter for it.

There is no drawing from the stock. Sequences must be confined to the four highest cards, K Q J A. Three of a kind has no value.

There are several combinations known as imperials, each of which, if good, entitles the holder to put up a red counter. These are: carte blanche; any sequence of K Q J A; or for the sequence in trumps, one of the cards being the turn-up. Catching the J and A of trumps by leading the K and Q is also an imperial in play. Four of a kind is an imperial, but the 8's, 9's and 10's are of no value.

The pone calls his point first, and if it is good, he marks a white counter for it. Sequences and fours are then called. The pone wins all ties. After the pone has led a card, the dealer calls his imperials if good, and then plays to the trick.

The second player in each trick must win it if he can, with a higher card if he has suit; otherwise with a trump. The winner of a trick with any trump honors in it marks a white counter for each honor at the end of the hand. If one player wins more tricks than the other, he puts up a white for each trick difference. Capot is worth 2 reds.

Every time a player has put up his sixth white counter, he takes them down again and puts up a red in their place. This compels his adversary to take down any white counters he may have up, so that those points are lost.

When the end game is close, the order of counting out is as follows: The turned trump; carte blanche; the point; imperials in hand, sequences first; imperial with the aid of the turn-up; imperial catching honors in play; honors taken in tricks; odd tricks.

POCHEN

THREE to six players, with a pack of 32 cards and a layout, in the center of which is a dish marked "Poch," and round the edges seven divisions, marked respectively: ace, king, queen, jack, ten, marriage, sequence.

Every player at the table puts a counter into each of the eight places in the layout. The dealer then distributes the cards 3–2 at a time, as far as they will go equally, turning up the next for a trump.

Whoever has the A, K, Q, J, or 10, of trumps shows the cards and takes that part of the pool that corresponds to the card held. Any player holding both K and Q of trumps takes the pool for marriage. Any player holding three or more cards in sequence in any suit takes the pool for sequence. If more than one is shown, the higher or the longer takes it.

Any pool not won remains until the next deal.

Any player having a pair of any denomination can then offer to poch, by putting into the dish as many counters as he pleases, naming the number. Any other player wishing to dispute the pool with him puts up a like number,

and after all have passed, those who have backed their hands show them, and the best wins. Higher pairs beat lower, and threes beats pairs, fours beating threes.

When this is all over, the player on the left of the dealer leads any card he pleases, and the others in turn to the left must follow sequence and suit if they can, playing the eight of hearts on the seven, for instance, until it is up to the king, no matter what card it began with. The one who plays the king then starts another suit. Anyone who cannot continue the sequence must pass the opportunity to the player on the left. When any player gets rid of his last card, all play stops, and each of those holding cards must give him a counter for every card they still have in hand.

The deal then passes to the left, and each player puts another counter in each of the divisions of the layout for the next pool, whether that division was won last time or not.

POKER

Or Draw Poker

ANY number from two to seven can play. Fifty-two cards, which rank: A K Q J 10 9 8 7 6 5 4 3 2. Anyone can deal the first hand. A betting limit is agreed upon and then each player purchases from the banker a certain number of chips. The one on the left of the dealer, called the "age," puts up one of these chips for a "blind" on every deal, except in jack pots.

Five cards are dealt to each player, one at a time. The player to the left of the age can "straddle" before he looks at his cards by putting up double the amount of the blind. If he straddles, the player on his left may straddle him again by doubling the last amount put up, and so on; but if any player in his turn refuses to straddle, the player on his left cannot do so.

The object of the game is to get certain combinations of cards. A player may improve the hand originally dealt to him by drawing to it, first throwing out any cards that do not make up a poker combination, hoping to draw in their place some cards that will match those already in his hand. When a hand cannot be improved by drawing to it, it is called a "pat" hand.

In the following table, the first hand given is the best and the others follow in their order:

Royal flush. The five highest cards in the same suit





Straight flush. Sequence and suit, but not the five highest cards.



Four of a kind.



Full hand. Three of any kind, and a pair of another kind.



Flush. All one suit, but not all in sequence.



Straight. Any sequence of five cards, not in one suit.



Three of a kind, with two cards which are not a pair.



Two pairs, with a card which does not match either pair.



A pair, with any three cards which are of no value.



Highest card. The highest card in the hand decides. Cards below it decide ties.

In straights, the ace may rank below the deuce or above the king. In deciding between two hands of the same class, the higher rank wins; three tens beating three nines. If the hands are both two pairs, the higher pair wins. Jacks and deuces will beat tens and nines. In two flushes, the rank of the cards wins. In a straight flush, the actual head of the sequence wins: 7 6 5 4 3 will beat 5 4 3 2 A.

After the cards are dealt, the players look at their cards and declare to play or pass. Each in turn to the left of the age, or of the straddle, if any, puts into the pool double the amount of the blind, or of the last straddle.

In addition to the standard hands, it is sometimes agreed, especially in the South, to play five extra hands. These are:

A blaze, or 5 court cards. Beats two pairs; but loses to three of a kind.



A tiger, or little dog; 7 high, deuce low; without pair, or flush. Beats a straight; loses to a flush.



Big dog, ace high and 9 low, any card of the sequence being missing. Beats a straight or little dog; loses to a flush.



A skip, or Dutch straight; a sequence of alternate cards of various suits. Beats two pairs and a blaze.





Round-the-corner; any straight in which the ace connects the king with the deuce. Beats three of a kind; but the lowest straight will beat it.

The rank of these hands is entirely wrong, being apparently fixed by guesswork. A skip should come between a flush and a straight. A tiger, big or little dog, between a flush and a full. A round-the-corner between a full and a blaze. A blaze between a round-the-corner and four of a kind.

After the cards are dealt, the players look at their hands and declare to play or to pass. Each in turn to the left of the age, or of the last straddler if there has been any, puts into the pool, if he plays, double the amount of the blind, or of the straddle. This is the " ante " and if any player in his turn wishes to increase it, he may do so to any amount within the betting limit. When the ante is raised, each player to the left must see the raise or pass out, losing whatever they have already put into the pool. Should another raise the ante still higher, all must see the last raise, or pass out.

When all those who are going to play have anted an equal amount, the dealer gives cards to each in turn, beginning on his left, helping each player to the full number asked for before helping the next man. Every player must discard before he draws.

When all have been helped, the player to the left of the age makes the first bet or passes out. If the age has been raised out before the draw, the player on his left must still make the first bet, as the privilege of the age never passes, even to a straddler.

When a bet is made, each player in turn must do one of three things: call, by betting an equal amount; raise, by betting more; or pass out, throwing up his hand. Any player who has been raised may raise again when it comes round to his turn, and these raises may continue indefinitely, provided no player raises the amount of any previous bet by more than the betting limit. When no one will raise the last bet made, all those who have called show their hands for the pool.

If any player puts up an amount that no one will call, either before or after the draw, he takes the pool without showing his hand. If a call is made, all those in the pool must show their hands to the board, and the best poker hand wins. No one who either calls or is called is allowed to say "that's good" to another hand, and throw up his cards without showing them, and any player at the table can demand to see his hand.

Jack Pots

This is an addition to draw poker which is now invariably played. When no one will ante to draw cards, the deal passes to the left, but the next hand must be a jack pot. Each player puts up an amount previously agreed upon, and no player can open the pot for the purpose of drawing cards or betting upon his hand, unless he holds a pair of jacks, or a hand that will beat jacks. Anyone holding this opening qualification, in turn to the left of the dealer, can "open" for any amount within the betting limit. After it is once "opened" any other players can come in and draw to anything or nothing, as in the ordinary game, provided they will put up the amount for which the pot is opened.

The opener of a jack pot must always place his discard

under the chips in the pool, but no other player is allowed to put his discard there.

Jack pots are sometimes played when there are only two persons that will ante, one being the age. Both antes are withdrawn without playing the hands, and the next pot is a jack. Another way is to make the first deal of all a jack, and to put a "buck" in the pot with the chips. The winner of that pool takes the buck with it, and when it comes round to his deal it is another jack, the buck being put up again to go to the winner of that pool, and so on. It is sometimes agreed that when hands of unusual strength are shown in a call, such as a full, or fours, that the next deal shall be a jack, or even a round of jacks. Sometimes the game is nothing but jack pots, each dealer in turn putting up for the whole table.

If no one can open a jack pot, each player puts up one white chip and the deal passes, this being continued until some one will open. A player is not obliged to open, even when he has openers; but if he passes, he cannot come in and open it if all the others pass.

In jack pots, the opener always makes the first bet. If he will not bet, the player on his left.

If the opener is raised out before the draw, by some player making it cost more to draw cards than the opener cares to pay, he must show his entire hand to the table. But after the opener has drawn cards, if he is still in the pool but will not bet, or will not see a raise, he need show openers only, because it is no one's business what he got in the draw.

If the opener has a pair, and also four cards of a flush or straight, he can split the pair to draw for the stronger hand. His discard being always placed under the chips in the pool will be there to show what he had, and at the same time he is not obliged to betray his game by

announcing that he is splitting, because he always puts his discard in the pool, whether he splits or not.

If the opener has not the necessary qualifications, he forfeits whatever he has put into the pool if he discovers the error before he draws. Those who have come in on the false opening go on and play for the pool just as if it had been legitimately opened. If the false opener does not discover his mistake until he has drawn cards, he must put up for all the other players in the next jack.

Deuces Wild

This may be played with the ordinary pack of 52 cards, or with the joker added, or with the "stripped pack" of 44 cards only, leaving out the threes and fours, and with or without the joker.

Any player holding a deuce may call it anything he pleases, even if he has a duplicate of that card in his hand. The same is true of the joker, if in the pack. The best possible hand is four deuces and the joker. Five of a kind is the next best, then a straight flush, four of a kind, full house, flush, triplets, etc.

In case of ties, the natural cards are better than those represented by the deuces or joker, because it is harder to get the natural cards. Three actual fours will beat a four and two deuces. Before laying down his hand a player should be careful to call its full value. If he goes in on a queen and two deuces and draws a pair of eights, it is a mistake to call the hand a queen full, as it is really four eights.

Table Stakes

This is simply a variation in the betting limit. Instead of limiting each raise to so much, each player is allowed

to bet what he has on the table, but no more. Any player who is raised beyond the amount he has in front of him, but who wishes to play his hand, may call for a "sight." If three or more are betting when one calls for a sight, the amount that the sight player would win if he had the best hand is set aside, and the others can go on raising. The player who called for a sight has a show for the first part of the pool only. If he wins it, he takes it, and the others show for the rest of the bets. If he has not the best hand, the whole pool goes to the winner.

No player can add to his stake on the table during the play of a hand, nor can he take down any of his chips.

Freeze Out

This is a variety of table stakes, in which each player starts with an equal amount, and no one is allowed to buy or borrow more. As soon as one player loses his stake, he is frozen out. The others continue, until only one remains, who takes all the money put up.

Stud Poker

This is the same as straight poker, except that the first card to each player is the only one dealt face down, the four others being dealt face up, but only one at a time in each round. Each player takes a look at his own "down card."

When the second card is dealt to each player, the one who has the highest card showing has the privilege of making the first bet. If he will not bet, he may pass until he sees who will. If a bet is made, each player to the left must call, raise, or drop out. Those who previously passed must now call or drop out. Whether any bets are

made or not, another card is given to all who are still in the pool, also face up, and the player who has the best hand showing in his two cards has the first say.

As long as two or more are in the pool, the cards are given out until each has five, four of them face up. The final bets are then made, and after a call is reached, the hands are shown.

Straights are not played.

Whiskey Poker

Each player puts an agreed amount in a pool. There is no betting or raising. The dealer gives five cards to each player, one at a time, dealing one to a widow in each round, just before dealing to himself.

The widow remains face down. Each player in turn to the left can take it in exchange for his own hand, which must then be placed on the table face up, or he can pass, or he can knock, to indicate that he is satisfied with the hand dealt him. If he takes the widow, any following player can exchange any one of his cards for any one on the table, or he may exchange his whole hand. Drawing continues until some one knocks.

If no one will take the widow until it comes to the dealer he must take it or turn it up, for each player to draw to.

The moment any player knocks, he means that he has drawn all the cards he wants.

If a player knocks before the widow is taken, it is turned up at once. After a knock, each of the other players has one draw, and the hands are then shown, the best poker hand taking the pool.

Poker Laws and Penalties

The pack must be offered to the player on the dealer's right to be cut, or it is a misdeal. If a player deals out of turn, he must be stopped before the last card is dealt or the deal stands.

A misdeal does not lose the deal. It is a misdeal if a card is found faced in the pack in dealing before the draw; or if the dealer gives six cards to more than one player; or deals a wrong number of hands; or exposes more than one card.

Any card faced in the act of dealing before the draw must be accepted by the player to whom it falls; but two cards so exposed constitute a misdeal.

Any hand of more or less than five cards, any part of which is lifted or looked at, is foul.

If one player has less than five, the other hands being correct, the dealer must give him another card from the top of the pack the moment his attention is called to it. If one player has more than five, the other hands being correct, he can ask the dealer to draw a card, or he can demand a new deal, provided no one has anted.

If one player has six cards and the player next him has four, neither having lifted nor looked at any card, the dealer may draw from the surplus hand and give the card to the short hand. If one hand has been lifted or looked at, while the other has not, the dealer shall make the adjustment as before, but the hand looked at is foul. The other may be played.

Any card or cards once discarded or thrown into the deadwood, cannot be taken back under any circumstances.

Any counters once placed in the pool, except under a mistake as to their value, whether in the player's right turn or otherwise, cannot be withdrawn.

No player but the dealer need reply to any question as to how many cards he drew, and the dealer is not allowed to give any information as to the draw of any player but himself. If the dealer is asked how many he drew, he must reply correctly, if the player asking is still in the pool but has not made a bet.

Any card found faced in the pack when dealing for the draw must be thrown into the deadwood.

Any card exposed by the dealer when dealing for the draw must be placed among the discards, and the player must wait until all the others, including the dealer, have been helped before the card is replaced.

If any player asks for a wrong number of cards, he may correct himself if he has not lifted or looked at any of those laid off, provided the next player has not been helped. If the next player has been helped, the one in error must discard so as to take all the cards asked for. If he has already discarded too many, his hand is dead.

If the dealer gives a player a number of cards not asked for, his attention must be called to it before any of the cards laid off are lifted or looked at, and the dealer must correct his mistake. If others have been helped in the interval, they keep their cards.

If a player allows another on his left to be helped out of turn, he must play his hand pat or pass out. If he has already discarded, his hand is dead.

Any player who borrows to raise must afterward borrow to call.

There is no penalty for miscalling a hand in the showdown, as all five cards in the hand must be shown to the table.

If a foul hand is shown, it takes the pool unless some player has a fair hand to dispute it. If two foul hands are shown, the pool remains until the next deal.

Jack Pot Laws

Any player who has once passed cannot correct himself and open if any player on his left has passed in the interval.

If a player opens without the proper qualification, his hand is dead and all he has put in the pool is forfeited. If any player has come in against the false openers, the pot must be played for.

If a false opener draws cards, he must ante for the whole table for the next jack pot as penalty; but if he plays his hand pat, the others drawing cards, he is not liable to this penalty.

PEEK POKER

There are two ways to play this game, in some cases seven cards being dealt to each player, in other cases eight, all one at a time. With seven cards, the first two are dealt to the players face down, as in Stud Poker. The remainder are dealt face up. When eight cards are dealt, the last is also face down, five face up.

The players examine all their down cards and then discard and draw, one card at a time in order to the dealer's left. Bets are made after each draw, the best hand showing betting first. No matter what card is discarded, five must be left face up after the draw. When a final call is made, the drawing stops and five cards are picked out of the seven, or eight, to show for the pot.

POOL GAMES

GAMES of pool may be played upon either the standard American billiard table, without pockets, or upon the regular pool table, which has six pockets, but which is smaller than the English pocket table. The room size for pool tables is 9 feet by 4½; championship size is 10 by 5 feet.

The following laws for the various pool games which can be played upon one or other of these tables, are copied by permission of the Brunswicke-Balke-Collender Co., from their excellent "Handbook of the Rules of Billiards," corrected to September, 1907.

American Pyramid Pool

The game of American Pyramid Pool is played with fifteen balls, numbered from 1 to 15 respectively, and a white cue-ball. The player opening the game plays from any point inside the string, and after the opening shot plays with the cue-ball as he finds it. Each ball counts one point, and in match or two-hand games, the player first scoring eight balls wins game.

THE RULES FOR PLAY

1. In the opening stroke the cue-ball, aimed direct or as the result of a bank shot, must strike the pyramid with force sufficient to cause at least two object-balls to touch a cushion, or at least one object-ball to go into a

pocket. Failure to do either forfeits the stroke and one ball to the table.

In case of a forfeit by a player having no ball to his credit, the first ball scored by him shall be placed on the deep-red spot, or as near thereto as possible. All balls pocketed on the opening stroke count, and need not be called.

In match or tournament games, when the player on the opening stroke fails to drive at least two balls to a cushion or one ball to a pocket, the balls are set up again, and the player forfeits one ball from his score, and must continue to play until he shall have made a legal leading stroke.

2. After the opening stroke the player must call the number of the ball he intends to pocket, but need not call the pocket. Should the called ball not be pocketed, no ball pocketed on that stroke is counted, but must be placed on the deep-red spot, or as near as possible on a line below it; the player's hand is out, but he incurs no penalty. Should more than one ball be called, and one or more thus called should not be pocketed, none can be counted. Failure to hit a called ball involves no penalty, provided any other ball be hit.

3. One ball is forfeited if after the opening stroke the player fail to pocket a ball, or fail to make at least one object-ball, or the cue-ball, after hitting an object-ball, strike a cushion. Should the player also pocket the cue-ball after failure as above described, he forfeits but one ball on the stroke.

4. When one or more balls, in addition to the ball called, are pocketed, the player is entitled to all pocketed.

5. When more than two players are engaged, the game is ended when the balls remaining on the table are not sufficient to tie the next lowest score; and all that

may be depending upon the game shall be decided in accordance with the standing of each player when pool is called.

6. A player forfeits one ball for making a miss, pocketing the cue-ball, forcing the cue-ball off the table, for failing as described in Rule 3, and for striking the cue-ball twice.

7. It is a stroke, and one ball is forfeited, if the striker touch the cue-ball with his cue and make a miss, or touch it with his clothing, or any other object.

8. A stroke made when any ball is in motion is foul, one ball is forfeited, and the incoming striker may either have the balls replaced or play as he finds them.

9. When the cue-ball is struck twice, the balls disturbed in consequence of the second stroke shall be replaced, or the incoming striker, if he choose, may play as he finds them; the striker forfeits one ball.

10. The Rules of Continuous Pool for the Championship, and of the Three-ball Carrom Game, except as above specified, govern this game also.

Bottle Pool

The game of Bottle Pool is played on a pool table with one white ball, the 1 and 2 ball, and pool-bottle. The 1 and 2 balls must be spotted, respectively, at the foot of the table, at the left and right diamond nearest each pocket, and the pool-bottle is placed standing on its neck on the spot in the centre of the table, and when it falls it must be set up, if possible, where it rests.

Carrom on the two object-balls counts 1 point; Pocketing the 1 ball counts 1 point; Pocketing the 2 ball counts 2 points; Carrom from ball and upsetting bottle counts 5 points. The game consists of 31 points. The player hav-

ing the least number of points at the finish of the game shall be adjudged the loser.

Any number of persons can play, and the rotation of the players is decided as in ordinary pool. Player No. 1 must play with the white ball from any point within the string at the head of the table, at either the 1 or 2 ball at his option. The player who leads must play at and strike one of the object-balls before he can score a carrom on the pool-bottle. If a player carrom on the bottle from either of the object-balls, in such a way as to seat the bottle on its base, he wins the game, without further play.

Should the 1 or 2 ball in any way, during the stroke, touch the bottle and the bottle is in the same play knocked over or stood on its base by the cue-ball, the stroke does not count. If the player forces the bottle off the table or into a pocket, the bottle must be spotted on its proper spot in the centre of the table, the player loses his shot and forfeits one point, and the next player plays.

A player who makes more than 31 points is burst, and must start his string anew; all that he makes in excess of 31 points count on his new string, and the next player plays.

Chicago Pool

This game is played with the numbered pool balls from 1 to 15 and a white cue-ball, as in Fifteen-ball Pool, the object being to play upon and pocket the balls in their numerical order.

The table is laid out for the game by placing the one ball against the end cushion at the first right-hand diamond sight at the foot of the table; the two-ball is placed at the centre diamond sight on same cushion; the remaining thirteen balls are placed in the order of their numbers

at the succeeding diamond sights. All things being equal, it is immaterial which way the numbers run in setting the balls, for they may also be set so that the one-ball is placed on that diamond sight which, when standing at the head of the table and looking toward the foot or lower end, appears as the left-hand diamond sight on the end rail, with the three-ball placed at the right, etc.

The three sights on the end rail at head of the table are not occupied by any ball.

In opening the game the order of play is determined by throwing out small numbered balls, as in Fifteen-ball Pool, and he whose first play it may be strikes the cue-ball from any point within the string line.

The opening stroke *must* be to strike the *one*-ball. If that ball is holed it is placed to the credit of the player, and he continues his hand until he fails to score, but in continuing he must play each time upon the ball bearing the lowest number on the table. After playing upon that ball, however, should any other be pocketed by the same stroke, irrespective of its number, it shall be placed to the player's credit so pocketing it.

If the line of aim at the ball required to be hit is covered by another ball, the player may resort to a bank play or massé, etc., but should he fail to hit the required ball he forfeits three, receiving a scratch.

Should a ball be holed by a foul stroke it is replaced upon the spot it occupied at the opening of the game, but should it be the 8, 9, 10, or 11 ball so holed, they being within the string, and the cue-ball in hand, then the balls specified are to be placed upon the pyramid or red-ball spot, or should that be occupied, as near to it as is possible, as in Fifteen-ball Pool.

The player having the lowest aggregate score is required to pay for general refreshment for all in the game.

The player having the second lowest score pays for the game.

The rules of Fifteen-ball Pool govern Chicago Pool, except where they conflict with the foregoing rules.

Color-Ball Pool; English, or Following Pool

The WHITE BALL is spotted.

RED BALL	plays upon	WHITE.
YELLOW	"	RED.
GREEN	"	YELLOW.
BROWN	"	GREEN.
BLUE	"	BROWN.
PINK	"	BLUE.
SPOT-WHITE	"	PINK.
SPOT-RED	"	SPOT-WHITE.
SPOT-YELLOW	"	SPOT-RED.
SPOT-GREEN	"	SPOT-YELLOW.
SPOT-BROWN	"	SPOT-GREEN.
SPOT-BLUE	"	SPOT-BROWN, and
WHITE	"	SPOT-BLUE.

The English balk semicircle is used in this game.

RULES

1. When colored balls are used, the players must play progressively, as the colors are placed on the pool marking-board, the top color being No. 1.

2. Each player has *three* lives at starting. No. 1 places his ball on the "winning and losing" spot, No. 2 plays at No. 1, No. 3 at No. 2, and so on—each person playing at the last ball, unless the striker's ball be in hand, when he plays at the nearest ball.

3. When a striker loses a life the next in rotation plays

at the ball nearest to his own; but if this player's ball be in hand, he plays at the ball nearest to the centre of the balk-line, whether it be in or out of balk.

4. When any doubt arises as to the nearest ball, the marker measures the distance, and the player strikes at the ball declared to be nearest his own.

5. The balk is no protection.

6. The player loses a life by pocketing his own ball off another, by running a coup, by missing the ball played on, by forcing his ball off the table, by playing *with* the wrong ball, by playing *at* the wrong ball, by playing out of his turn, by striking the wrong ball, or by having his ball pocketed by the next striker.

7. Should the striker pocket the ball he plays at, and by the same stroke pocket his own or force it over the table, *he* loses a life and not the person whose ball he pocketed.

8. Should the player strike the wrong ball, he pays the same forfeit to the person whose ball he should have played at as he would have done if he had pocketed himself.

9. If the striker miss the ball he ought to play at, and by the same stroke pocket another ball, *he* loses a life, and not the person whose ball he pocketed; in which case the striker's ball must be taken up, and both balls remain in hand until it be their several turns to play.

10. If the player inquire as to which is his ball, or if it be his turn to play, the marker or the players must give him the information sought.

11. If the striker, while taking aim, inquire which is the ball he ought to play at, and should be misinformed by the marker or by any of the company, he does not lose a life. His ball must in this case be replaced and the stroke played again.

12. When a ball or balls touch the striker's ball, or are

in line between it and the ball he has to play at, so that it will prevent him hitting *any part of the object-ball*, such ball or balls must be taken up until the stroke be played, and, after the balls have ceased running, they must be replaced.

13. If a ball or balls are in the way of a striker's cue, so that he cannot play at his ball, he can have them taken up.

14. When the striker *takes* a life, he continues to play on as long as he can pocket a ball, or until the balls are all off the table, in which latter case he places his own ball on the spot as at the commencement.

15. The first player who loses his three lives is entitled to purchase, or star, by paying into the pool a sum equal to his original stake, for which he receives lives equal in number to the lowest number of lives on the board.

16. If the player first out refuse to star, the second player out may do so; but if the second refuse, the third may star, and so on, until only two players are left in the pool, when the privilege of starring ceases.

17. Only one star is allowed in a pool.

18. If the striker move his own or any other ball *while in the act of striking*, the stroke is foul; and if, by the same stroke, he pocket a ball or force it off the table, the owner of that ball does not lose a life, and the ball so pocketed must be placed on its original spot. But if by that foul stroke the player pocket his own ball or force it off the table, *he* loses a life.

19. If the striker's ball touch the one he has to play at, he is at liberty either to play at it or any other ball on the table, and such stroke is not to be considered foul; in such a case, however, the striker loses a life by running his ball into a pocket or forcing it over the table.

20. If, after making a hazard, the striker takes up his

ball, or stops it before it has done running, he cannot claim the life for the ball pocketed.

21. If, before a star, two or more balls, each having one life, are pocketed by the same stroke, the owner of the first ball struck can star; but if he refuse, the other player whose ball was pocketed may star.

22. Should the striker's ball stop on the place from which a ball has been taken up, the ball which has been removed must remain in hand until the spot is unoccupied, when it is to be replaced.

23. Should the striker's ball miss the ball played at, no person except the striker is allowed to stop the ball till it has ceased running or struck another ball.

24. Should the striker have his next player's ball removed, and his own ball stop on the spot it occupied, the next player must give a miss from balk, for which miss he does not lose a life.

25. When a ball has been taken up, and any other than the next player's ball stop on the spot it occupied, the ball so taken up must remain in hand till it can be replaced. But if it be the turn of the ball in hand to play before the one occupying its proper place, the latter must be taken up till there be room to replace it.

26. If the corner of the cushion should prevent the striker from playing in a direct line, he can have any ball removed for the purpose of playing at the object-ball from a cushion.

27. When three players, each with one life, remain in a pool, and the striker make a miss, the other two divide without a stroke.

28. Neither of the last two players can star, but if they are left with an equal number of lives each they may divide the pool; the striker, however, is entitled to his stroke before the division.

29. All disputes are to be decided by the marker; but if he be interested in the game, they shall then be settled by a majority of the players.

In public rooms the charge for the table is deducted from each pool.

The Game of Continuous Pool

For the Championship

Continuous Pool, so called from the system of scoring the game, differs from any other game of ball pool heretofore in vogue. Unlike 61- or 8-ball Pyramid Pool the scoring of the game is continued until all the balls in each frame have been pocketed and the game may consist of any number of balls or points up which may be agreed upon. Each ball pocketed scores one point for the striker and the game is usually scored upon the string of buttons over the table as in regular billiards. Penalties are paid through deducting points from the offending player's score or string of buttons, instead of forfeiting a ball to the table as in regular pyramid pool.

In playing a long game of more than one night's duration, when a player shall have scored the agreed upon quota for the night, play must be continued until all the balls of the final frame have been pocketed, and each player must be credited with the balls which each shall pocket in the aforesaid final frame.

On the final night of a match, playing shall cease as soon as the leading player shall have scored or pocketed a sufficient number of balls to be declared winner of the match.

The Game

The game of Continuous Pool is played with fifteen numbered balls and one white ball, not numbered. The

latter is the cue-ball and the player plays with it from within the string at the head of the table, at the opening of the game, at any of the numbered balls, and afterward as he finds it on the table, his object being to pocket as many of the numbered balls as he can. The fifteen balls are numbered from one to fifteen respectively, and are usually colored, but the numbers on the balls are simply used for convenience in calling the number of each ball which the player intends to pocket, and do not in any way affect the score of the player. Before commencing the game these fifteen balls are placed promiscuously in the form of a triangle upon the table, a triangular frame being employed for this purpose, to insure correctness. The highest numbered balls must be placed nearest the apex of the triangle and the lowest numbered at its base; the 15-ball must be placed at the apex and must rest on the spot known as the red-ball spot in the regular Three-ball Game of Billiards, and the 1 and 5 balls at either corner of the base of the triangle.

The string line occupies the same place on the table as it does in the Three-ball game. Each and every ball counts one point, and the game shall consist of any given number of points, to be mutually agreed upon.

Cow-Boy Pool

The following rules for the government of the game are the result of a joint committee of representatives of the following Clubs: Somerset, Puritan, University, Algonquin, St. Botolph, Tavern, Union, and the Boston Athletic Association, Boston, Mass.

1. The game is played by two or more contestants, on a pool table, with one cue ball and three colored balls numbered respectively 1, 3 and 5.

2. At the commencement of the game the ball numbered 1 shall be placed on the spot at the head of the table, the ball numbered 5 shall be placed on the centre spot, and the ball numbered 3 shall be placed on the lower spot, and whenever any object ball is pocketed or forced off the table it shall be replaced on the original spot, except as provided for in Rule No. 12.

3. The opening player may play from any point within the string line he may choose, but must play upon the No. 3 ball before striking any other, or forfeit his hand.

4. The winner is the player who first accomplishes the main object of the game, which is to score 101 points by the "Cow-boy method," which is that the first 90 points may be scored by either carroms or the pocketing of one or more of the numbered balls, which shall count that number for the player; the scoring of a single carrom shall count 1, and a double 2.

5. On arriving at the exact number of 90 points, the contestant must next obtain 10 more points by carroms only; and having arrived at the score of 100, the last point must be obtained by playing the cue ball onto the No. 1 ball and thence into any pocket he may designate, without touching either of the other balls, or pocketing any object ball. He must designate the pocket, however, and should the cue ball enter any other pocket, the hand is out and the run if any, lost.

6. Any point made by a player and scored for him by either the marker or himself at the completion of any hand can never be lost; but should a player at any time make a scratch, miss or foul, any points previously made by him in that hand shall be lost and the hand shall pass.

7. At the completion of the first 90 points all the balls

must come to rest on the table before the player makes his next stroke; otherwise the following stroke shall be a foul.

8. At the completion of 100 points the balls must all come to rest before the player makes his next stroke; otherwise the stroke is foul.

9. Should a player pocket the cue ball twice in succession without striking any object ball he shall forfeit the game.

10. Should a player while upon his carroms pocket any ball, the hand is out, and he loses any points he may have made on that run.

11. Whenever, except on the final stroke, the cue ball is pocketed or forced off the table, the hand is out, the points scored on that run are lost, and the cue ball is in hand for the following player, who must play on a ball outside the string line, or else on some point of the cushion outside the line.

12. Should the spot on which any pocketed ball belongs be occupied, said ball shall be left off the table until the spot is free and the balls are at rest, with this exception—that should the 1 ball be pocketed, and its spot occupied, any player who is exactly 100, and whose turn it is to play, may demand that all the object balls be spotted and he shall play with ball in hand.

13. It is a foul if the player touch any ball with his person or clothing. It is a foul if he strike the cue ball twice or with anything but the point of the cue. It is a miss if he shoot without causing the cue ball to strike any object ball. It is a scratch if he cause the cue ball to enter a pocket except on the 101st point, or leave the table.

14. Carroms obtained by pushing during the first 90 points are legitimate, but not during the following ten

points; and the 101st shot must be a clean stroke, and a push shot will not be allowed.

15. When a player is 100, should he fail to strike the 1 ball his hand is out and his run, if any, forfeited.

16. During the first 90 points, should the cue ball be frozen to an object ball, and if by a push causes the object ball to move, any resulting carrom shall be valid. If, however, the frozen object ball fails to move, it shall be considered as not having been touched except that should the cue ball strike a cushion, it shall not be a scratch.

17. Any cases not covered by these rules shall be governed as far as possible by the accepted rules of pool and four-ball billiards.

English Pyramids, or Shell Out

The English balk semi-circle is used in this game

Rules

1. This game may be played with any number of balls, generally sixteen, viz.: fifteen red, and one white.

2. In "setting the balls" at the commencement of the game they are placed on the table in the form of a triangle or pyramid, the first or head ball to stand on the red-ball spot, the semicircle, or balk for the cue-ball, being from twenty-one to twenty-three inches in diameter.

3. If more than two persons play, and their number is odd, each plays alternately—the rotation to be decided by stringing. The player pocketing the greatest number of balls to receive from each of the other players (a certain sum per ball having been agreed upon) the difference between their lives and his.

4. If the number of players be even they may form

sides, when the partners either play alternately or go out upon a hazard, miss, etc., being made, as previously agreed.

5. The players string for choice of lead; then the leader places his ball (the white) within the string or balk semicircle, and plays at the pyramid.

6. The next striker plays the white ball from the place where it rests after his opponent has made his stroke; but if the ball should be off the table, it must be played from the string or balk, as at commencement.

7. None but winning hazards count toward the striker's game. One point or life is reckoned for each winning hazard, and he who pockets the greatest number of balls wins.

8. The player *loses* a point if he pocket the white ball or forces it off the table, if he give a miss, or run a coup, *i.e.,* runs the cue-ball into a pocket or off the table without hitting a ball.

9. For every losing hazard, *i.e.,* pocketing cue-ball, miss, or coup, made by the player a point is to be taken from his score by a ball being replaced on the pyramid spot; but if that spot be occupied the ball must be placed immediately behind it.

10. If the striker pocket his own ball, or jump it off the table, *and by the same stroke* pocket one or more of the pyramid balls, or jump them off the table, he gains nothing by the stroke; the pyramid ball so pocketed must be replaced on the spot, *together* with one of the balls previously holed by the player.

11. Should the striker, losing a ball by forfeit, not have taken one, the first he pockets must be placed on the table, as in Rule 9; should he not take one during the game, he must pay the price of a life for each ball so forfeited, or the number of balls which he may owe

is deducted from his score in computing the balls at the finish of the game.

12. If the (white) playing-ball touch a (colored) pyramid ball the striker may score all the balls he pockets, but he cannot give a miss without forfeiting a point.

13. Should the striker move any ball in taking aim or striking, he loses all he might otherwise have gained by the stroke.

14. If the striker force one or more of the pyramid balls off the table he scores nothing, and the ball must be placed upon the spot.

15. If the game be played with an odd number (fifteen) of pyramid balls, the last hazard counts two. [In England sixteen balls are frequently used, the sixteenth being placed in the centre of the base of the pyramid, directly in the rear of the head ball.]

16. When all the colored balls but one are pocketed, the player who made the last hazard continues to play with the white ball, and his opponent with the red, each playing alternately, as at single pool.

17. When only two balls remain on the table, with two persons playing, should the striker pocket his own ball or make a miss, the game is finished, and the opponent adds one to his score. If there are more than two players, and they not partners, the striker places a ball on the spot.

18. The balk or string is no protection to the non-striker's ball. The player whose ball is in hand can play from the semicircle at any ball on the table.

19. All disputes are to be decided by the marker; or, if he be interested in the game, as a player or interested party, by the majority of the company.

Fifteen-Ball Pool

The game of Fifteen-ball Pool is played with fifteen numbered balls, and one white ball not numbered. The latter is the cue-ball, and the player plays with it from within the string at the head of the table, at the opening of the game, at any of the numbered balls, and afterward as he finds it on the table, his object being to pocket as many of the numbered balls as he can, the number on each ball he pockets being scored to his credit; so that not he who pockets the largest number of balls, but he whose score, when added up, yields the largest total, wins the game. The fifteen balls are numbered from one to fifteen, respectively, and are usually colored. Before commencing the game these fifteen balls are placed in the form of a triangle upon the table—a triangular frame being employed for this purpose to insure correctness. The ball numbered fifteen is so placed upon the table as to form the apex of the triangle, pointing upward toward the head of the table, and in forming the triangle the fifteen-ball should rest as nearly as possible upon the spot known as the deep-red spot in the Three- or Four-ball Games. The other balls should have their places in the triangle so that the highest numbers shall be nearest the apex, the lowest numbers forming the base.

The string-line occupies the same place on the table as it does in the Four-ball Game.

The numbers on the balls pocketed count for the player who pockets them fairly, and as the sum total of all the numbers on the fifteen balls amounts only to one hundred and twenty, of which sixty-one is more than one-half, when only two persons are playing which-

ever makes the latter number first is the winner of the game.

Rules Governing all Contests

1. Should the player making the opening stroke fail to make at least two of the object-balls strike a cushion, or at least one object-ball go into a pocket, he forfeits three points and the next player plays. In the opening stroke all balls pocketed count for the player, and he is not required to call any ball on this stroke.

In match or tournament games, when on the opening stroke the player fails to drive at least two object balls to a cushion, or to pocket at least one object-ball, the balls are set up again, and he forfeits two scratches, or six points, and must continue to play until he drives two or more object-balls to a cushion, or at least one object-ball to a pocket. For each failure so to do he forfeits six points.

2. After the opening stroke each player must either pocket a ball, make an object-ball strike a cushion or the cue-ball strike a cushion after contact with an object-ball, under penalty of forfeiture of three points. Three forfeitures in succession lose the player making them the game.

Should the striker pocket the cue-ball during the game, and by the same stroke fail to drive one or more balls against a cushion or into a pocket, he forfeits three only for the pocketing of the cue-ball.

3. When two players only are engaged in a game, and one player's score amounts to more than the aggregate numbers on the balls credited to the other player, added to that remaining on the table, the game is ended, the player whose score is higher than this total wins. But when more than two players are engaged the game is

ended only when the aggregate of numbers of the balls remaining on the table do not amount to enough to tie or beat the next lowest score. It is the duty of the gamekeeper to proclaim it when a game is won.

4. A forfeiture of three points is deducted from the player's score for making a miss; pocketing his own ball; forcing his own ball off the table; failure to make the opening stroke, as provided in Rule 1; failure either to make an object ball strike a cushion or go into a pocket, as provided in Rule 2; playing out of his turn, if detected doing so before he has made more than one counting stroke; striking the cue-ball more than once; making a stroke when any of the balls are in motion; failing to have at least one foot on the floor while in the act of striking.

5. In a match or tournament game a tie game is reckoned as void, and must be played over to determine the winner.

6. The rules of the Three-ball Carrom Game and of the Game of Continuous Pool for the Championship, when not conflicting with the above rules, govern this game also.

Forty-One Pool

Forty-one Pool is played with a regular Fifteen-ball Pool set of balls, the object of play being to pocket a sufficient number of the pool balls which added to the private small ball shall score exactly 41.

The Rules

1. The order of playing is determined through throwing out the small numbered balls as in regular ball pool. The balls which determine the private ball of the players are then thrown out and are generally numbered from

6 to 18. No one other than the player is supposed to know the number of the private ball.

2. Each player plays in turn, one shot to an inning, counting all the balls he may get on that shot—the number on each ball being added to the number of his small ball.

3. When exactly 41 is made, the player or game-keeper declares pool, and the player the most distant from 41 is defeated.

4. Pool is also declared when all balls are pocketed from the table. The nearest to 41 is the winner; the most distant is the loser.

5. A miss or pocketing the white ball is a scratch, and the player so doing owes a ball to the table, besides what he may have scored on that shot. If he has more than one ball in his rack, he can spot the one he prefers; if he has none, spot the first one which he may pocket. Should he pocket more than one ball on his next shot he can spot the one he elects.

6. If a player gets more than 41, it is a burst, and all the balls he has scored must be spotted; and the last ball pocketed must be placed nearest to and in the rear of the spot, etc. In such cases, the player can have a new small ball if he elects.

7. In playing for safety, a player must cause the white ball to go to the cushion before or after hitting a ball; failing to do so, he is penalized a scratch.

8. A player having no ball in his rack is worse off than one with a ball, regardless of its number or the number of the small ball he may have, and a player owing a ball is still worse off. A player making a burst and not declaring it must be credited with no ball.

The rules governing the American Four-ball Game of Billiards, not conflicting with the above, govern this game also, push shots and frozen balls excepted.

High-Low-Jack-Game

This game is played with a set of balls the same as used in Fifteen-ball Pool.

Any number of persons may play, the order of play being determined by the rolling of the small numbered balls.

The fifteen-ball is High; the one-ball is Low; the nine-ball is Jack; and the highest aggregate is Game. Seven points generally constitute a game.

In cases where players have one and two to go to finish game, the first balls holed count out first, be they High, Low, or Jack.

In setting up the pyramid the three counting balls—High, Low, Jack—are placed in the centre, with High at the head of the three named balls, the other balls as in regular Fifteen-ball Pool.

When players have each one to go, instead of setting up an entire frame of pyramids, a ball is placed at the foot of the table, in direct line with the spots, and at a distance from the lower cushion equal to the diameter of another of the pool balls. This ball must be pocketed by banking it to one or more cushions. The player who pockets the ball wins the game.

The rules of the game of Fifteen-ball Pool for the Championship, not conflicting with any of the foregoing rules, govern this game also.

The Little Corporal

This game is the regular Three-ball Carom Game with a small pin added, like those used in Pin Pool, which is set up in the centre of the table.

The caroms and forfeits count as in the regular Three-ball Game, but the knocking down of the pin scores five points for the striker, who plays until he fails to effect a carom or knock down the pin.

1. A ball must be hit by the cue-ball before the pin can be scored; playing at the pin direct is not allowed.

2. The pin must be set up where it falls; but in case it goes off the table or lodges on the top of the cushion it must be placed upon the centre spot.

3. The pin leaning against the cushion must be scored as down, and when the pin lodges in the corner of the table, so that it cannot be hit with the ball, it is to be set up on the centre spot.

4. One hundred points generally constitute a game, but any number of points may be agreed upon.

Pin Pool

The table for the game of Pin Pool is provided with two white balls and one red ball, and five wooden pins set in diamond shape, these pins having a value according to the spots they occupy. The pin spots on the table are shown in the following diagram:

4*

3* 5* 2*

1*

The centre, or 5 pin, is black, and the other pins of light, natural wood. Numbers for the outside pins should be chalked on the cloth. The red ball occupies its natural spot as in the three-ball game, and the second white ball occupies a spot, called the pin pool spot, at

the foot of the table, 13 inches from the center diamond on the end rail. The pin spots are placed a sufficient distance apart so that a ball may pass between without touching the pins. After the order of play has been determined, as in Fifteen-ball Pool, each player receives a small numbered ball, the number on which should be known only to himself. Pool consists in knocking down pins of a value which, when added to the number on the concealed ball, makes a total of 31. For example, a player drawing the 16 ball needs 15 for pool. The player first getting and proclaiming 31 wins the pool.

1. Caroms from ball to ball count nothing. For a clean miss or a ball jumped off the table there is no forfeit other than the stroke itself. In such case the ball is placed on the pin-pool spot at the foot of the table, or, if this spot be occupied, then on the nearest unoccupied spot.

2. The player leading off plays from any point within the string, and may play upon either red or white ball, or, in lieu of any other stroke he may place the cue-ball upon the string spot.

Counting Strokes

3. Succeeding players may play with and upon either ball. A counting stroke is made either by the cue ball carroming from an object-ball on the pins, or by the driving of an object-ball into the pins.

4. Pins knocked down (except as provided in rule 3) do not count; the pins are replaced, and the player's ball is placed on the pin-pool spot at the foot of the table, or, if this spot be occupied, then upon the nearest unoccupied spot. Provided, that when balls are in contact, ("frozen") the player may play with either ball so

touching, and play direct at the pins, and any count so made is good.

Natural, or Ranche

5. When on one stroke, by the aid of the cue ball or object-balls, the four outside pins are knocked down and the centre pin is left standing, it is called a Natural, or Ranche, and the player making the stroke wins the pool regardless of the count previously to his credit.

Conditions as to Bursts

6. When a player has knocked down pins which, added to his numbered ball, exceed 31 (except as provided in rule 5) he is "burst," and his score is reduced to the number on his ball. If pool is not made before his turn to play comes again, he may, upon compliance with conditions agreed upon prior to the beginning of the game, exercise the privilege of drawing another ball, retaining his first ball until his choice is made between the two; but the ball discarded he must return to the game-keeper before making another shot, as in case of retaining more than one ball he cannot win a pool. A player who bursts and re-enters as above described retains his original place in the order of playing.

7. Should one or more of the pin spots be occupied by any one of the balls, the pin must remain off the table until the spot is again uncovered.

Pool Must Be Proclaimed

8. When pool (31) has been made, it must be proclaimed before the next player's stroke is made, and after each shot reasonable time shall be allowed for calculation; but if a player, having made 31, fails to announce

it before the next stroke is made, he cannot claim pool until his turn to play comes again, and if in the meantime pool is made and properly proclaimed, the player so making and proclaiming it is entitled to the pool, regardless of the fact that pool has been previously made and not proclaimed.

9. A pin shall not be counted unless (1) it has been knocked down, or (2) removed entirely clear of the spot on which it stood, though remaining perpendicular. In any other case the pin must be replaced on its spot.

Playing Out of Turn

10. A count is void if made by a player playing out of his turn, but may be scored against the player if he thereby bursts, except that, in case he was called upon to play by some one of the players or by the marker, he cannot be burst by the stroke, and is entitled to play when his turn comes.

11. Pins do not count if knocked down by a ball whose course has been illegitimately interfered with, nor if knocked down by any other ball set in motion by the same play. Pins knocked down by a ball set in motion by a stroke on which another ball jumps off the table must be reckoned. Should the striker intentionally interfere with any ball after it is in motion, he shall be burst, regardless of his count.

Correction of the Score

12. The player must see to it that he is credited by the marker with pins made after each stroke, and, unless by consent of all the players, no correction of the score shall be made after a succeeding stroke has intervened.

13. Unless his ball be deposited in its proper place in the board, a player shall not be entitled to pins knocked down by him.

14. A player must look after his own interests, and if he plays before one or more of the pins be spotted, the stroke is void and his hand is out.

15. Should one or more of the small balls be missing, the game-keeper shall announce the fact, and pool cannot be won on a missing ball.

16. Pins do not count if knocked down by a ball in any manner interfered with, or as the result of any unfair or irregular stroke or action on the part of the player, except as provided in rule 11.

17. Pins do not count if knocked down by a player in the act of striking or otherwise than by the ball played with or at; in such case the stroke is forfeited and no pins are counted.

18. All points not herein provided for are to be referred to the game-keeper, whose decision shall be final.

Snooker Pool

This game is played upon the regular six-pocket pool table. The pool balls are thrown round for the order of play. The fifteen red balls are spotted in the regulation pyramid and then six colored are placed, their spots and values being as follows;—

The brown ball on the balk-line spot; counts 4.

The yellow ball 10 inches to the right of the brown; counts 2.

The green ball 10 inches to the left of the brown; counts 3.

The blue ball in the centre of the table; counts 5.

The pink ball at the apex of the pyramid; counts 6.

The black ball half way between the base of the pyramid and the bottom cushion; counts 7.

All shots are made with the white ball. The first stroke must be from the balk and upon one of the red balls in the pyramid. After the first stroke, the balk is not protection.

Each player must pocket a red ball or lose his turn. If he pockets a red ball, it counts him 1. After pocketing a red ball, he must play upon one of the colored balls, whichever he chooses. If he succeeds in pocketing the colored ball, he must play next upon a red ball, and if he gets that, upon a colored ball, and so on alternately until he misses. The value of all colored balls is scored to his credit, but if pocketed, they must be at once respotted. Red balls remain off the table. If the proper spot for a colored ball is occupied, it must go on the nearest unoccupied spot.

As soon as the last red ball is pocketed, there is no further spotting of the colored balls; but they must be played upon and holed in regular order, 2, 3, 4, etc. No one can play upon any ball but the 2 ball until it has been disposed of; nor upon any but the 3 ball after the 2 is gone, and so on.

When the striker cannot play directly upon the ball which he is bound to hit first, he is "snookered." If he fails to hit it, or hits another ball first, he is penalized.

The following are the penalties for foul shots;—

If the striker hits a colored ball first, when he should be playing upon a red one, he forfeits the value of the colored ball he hits. If he runs into a pocket with the white ball, without striking anything, he forfeits 3 points; unless it was his turn to play upon a colored ball of higher value than 3, in which case he forfeits the value of the ball. If, after pocketing a red ball, he aims at

a colored ball and runs the white into the pocket, or makes a clear miss, he forfeits the value of the ball aimed at. A clear miss when playing at a red ball counts 1.

If he strikes a red ball when playing upon a colored ball, he forfeits the value of the ball played at. If he hits the wrong colored ball when playing upon them in rotation, he loses the value of the higher of the two; the one hit or the one he should have hit. The same penalties apply to pocketing the wrong ball, even if the right ball is struck first.

If a player runs a colored ball into a pocket at the same time that he plays upon or pockets a red ball, the stroke is foul, and he forfeits the value of the colored ball.

If the striker runs a red ball into a pocket at the same time that he plays upon or pockets a colored ball, he forfeits the value of the colored ball, and the stroke is foul.

If the striker runs two or more red balls into the pockets when it is his turn to play upon a red ball, he scores them all; but he must play on colored and red balls alternately afterward, just as if he had holed only one red.

If the striker plays upon a colored ball and holes two or more, he forfeits the value of the higher ball, unless the ball he should have played on is higher than either of them, in which case he forfeits that, and the stroke is foul.

When the last ball is off the table, the player with the highest score wins; or the one with the lowest score loses, according to the object of the game.

The Spanish Game

This game is played in the South, California, and in Mexico and Cuba, and is played with two white and one red ball, and five pins placed similar to those in Pin Pool.

The red ball is placed on the red-ball spot, and the first player strikes at it from within the balk semicircle. The game is scored by winning and losing hazards, carroms, and by knocking over the pins. It is usually played thirty points up.

Rules

1. The player who knocks down a pin after striking a ball gains *two* points, if he knocks down two pins he gains *four* points, and so on, scoring two points for each pin knocked down. If he knock down the middle pin alone he gains *five* points.

2. The player who pockets the red ball gains *three* points and two for each pin knocked down by the same stroke.

3. The player who pockets the white ball gains two points and two for each pin knocked over with the same stroke. Each carrom counts two.

4. The player who knocks down a pin or pins with his own ball before striking another ball loses two for every pin so knocked down.

5. The player who pockets his own ball without hitting another ball forfeits three points; for missing altogether he forfeits one point.

6. The striker who forces his own ball off the table without hitting another ball forfeits *three* points, and if he does so after making a carrom or pocket he loses as many points as he would otherwise have gained. The rules of the Three-ball Game, except where they conflict with the foregoing rules, govern this game also.

Kelly Rotation Pocket Billiards

This is a rotation game with hazardous additions. It can be enjoyed by from two to fifteen players.

It is played with the usual fifteen object balls, one cue ball and two sets of small balls.

When the object balls are framed they are placed on the table in the form of a triangle or pyramid, the No. 1 ball at the apex, No. 2 and No. 3 in the second row, Nos, 4, 5 and 6 in the third row, Nos. 7, 8, 9 and 10 in the fourth row, Nos. 11, 12, 13, 14 and 15 in the last row.

The striker opening the game plays from any point inside the string. After the opening shot each striker plays with the cue ball as he finds it.

On the opening stroke the cue ball must be played at the one ball. Failure to comply with this requirement entails a fortfeiture. Any ball pocketed by a legitimate opening stroke, irrespective of its number, counts for the striker, who continues his hand until he fails to score. In continuing he must play each time upon the ball bearing the lowest number.

Each player in turn is required to play on the ball bearing the lowest number. After playing upon the ball, however, should any other ball be pocketed by the same stroke, it shall be placed to the striker's credit.

If the line of aim at the ball required to be hit is covered by another ball, the player may resort to a bank or masse, etc., but should he fail to hit the required ball, he forfeits.

To start the game small numbered balls equal to the number of players are shaken from a bottle to the

player. These establish the order of play. The player who gets No. 1 ball shoots first, and the others follow according to the numbers they have drawn. The order thus established continues until each player has had an opening stroke, after which a rearrangement is made by a distribution of small balls.

Then from a bottle containing fifteen balls, numbered from one to fifteen, balls are distributed to the players, each of whom receives one. These small balls are held by the players, and determine the results of the game.

The play of each striker is to pocket a ball the number of which corresponds to the small ball which he holds. When this is accomplished the game automatically ends.

Should one of the players pocket a ball corresponding in number to a small ball held by another player, the player holding such small ball must immediately declare himself "dead," and forfeit and surrender the small ball he holds.

Being "dead' does not put a player out of the game. Although deprived of a chance to win, he must continue to play in his turn. Should he "kill" one of the other players, the victim forfeits.

Should the fifteen object balls he pocketed without a decision, play begins again just as if there had not been a game played. Usually it is agreed, before the start of a game, that in the case of the fifteen balls being pocketed without a winner, the following game shall be a double header. In case such an agreement be not made, play proceeds under original conditions.

Failure to hit the lowest ball on the table entails a

forfeiture. If the cue ball touch any object ball before hitting the lowest ball, the striker forfeits.

When the cue ball is frozen to an object ball bearing a number lower than that of any other ball on the table, the striker can shoot directly at any other object ball.

Whenever the lowest ball is pocketed by a foul stroke or a stroke after which the cue ball also drops in a pocket, it and all other balls pocketed by such strokes must be returned to the table.

In such cases, the ball bearing the lowest number must be placed on the one ball spot. If that spot be occupied, the low ball must be placed in front of it so that a player may have a chance to shoot at such ball.

In like cases, balls other than the lowest must be placed in numerical order on a line from the one ball spot to the foot rail.

When the cue ball goes into a pocket and becomes "in hand," and the lowest object ball is within the string, the striker must masse or bank outside of the string for that ball.

In all cases not specifically covered by these rules, the General Rules of Billiards apply.

PREFERENCE

THREE players, 32 cards, which rank A K Q J 10 9 8 7. The suits have a permanent rank, hearts, diamonds, clubs, spades; hearts being always the best, or "preference." If four persons play, the dealer takes no cards. A pool is made up, and from it are withdrawn the winnings at the end of each hand.

Anyone can deal, 3 cards the first round, then 2 to the widow, then 4 all round and then 3. Each player in turn to the left of the dealer bids for the privilege of naming the trump if he thinks he can take at least six out of the ten tricks to be played for. The bids outrank one another in suit only, not in the number of tricks, which is not mentioned. The highest bid is "preference," or hearts for trumps.

If no one will bid, it goes round again to bid for the widow. For this a certain number of counters is offered, to be paid into the pool. The player who buys the widow is the highest bidder, and he takes the cards, names his trump and discards two cards again.

At the end of the hand, payments are made from the pool according to the number of tricks won, and the rank of the trump suit.

PROBABILITIES

THE "probability" of anything is always the odds in its favor; while the "chance" may be either for or against it. The way to find out the chances on any event is to find out all the things that might happen, then to get at all that would be favorable to the event, and

deduct the one from the other. The two figures that are left are the odds. To illustrate.

If we shake up 10 numbered balls in a pool bottle, our chance to draw the 1 ball is 1 out of 10, or 9 to 1 against it.

If we throw a die, our chance to throw a six is 1 out of 6, because there are six faces on the die, any one of which may come up, so it is 5 to 1 against us.

But if we throw two dice, and want to know the odds against one of them being a six, we must find out how many different throws can be made with these two dice, and then how many of them will give us a six. As 6 throws may be made with one die, it is obvious that any of the 6 can be combined with any of the 6 throws of another die, so we have 36 throws. Now if the odds against getting a 6 on one die were 5 to 1, the odds against it on two dice must be 5 x 5, or 25, out of 36; because if we multiply together the five throws on one die that will not give us a six, by the throws on the other die that will not give a six, we get only 25 out of the whole 36 throws that are favorable to our result. The odds against it are therefore 25 to 11.

If we want to find the probability of drawing a certain card from the pack, all we have to do is to find how many cards there are in the pack, and how many of the kind we want to draw. These numbers being 52 and 4 respectively, and the difference being 48 to 4, or 12 to 1, that is the odds against it.

The odds against any succession of events depends on the probability of each of them separately. If you have only one chance out of 13 to draw an ace from one pack, you have only one chance out of 13 times 13 to draw it out of two packs, taking a card from each.

If you cut a card at random, it is an even bet that

it be red, or that it will be black; because there are 26 of each color in the pack. But if you bet that you will draw two red cards in succession, the pack being shuffled after each draw, and the card drawn replaced, there are four things that may happen, and only one of these four will win the bet. You may draw a red card first and then a black one, or a black and then a red, or two black ones or two red ones, and as there is no reason why you should do one any more than the other, the odds are 3 to 1 against you. The rule for making any calculation against the same thing happening any number of times in succession, when only one of two things can happen each time, is to double the last figure and add 1. If it is an even bet at the start, 1 to 1, then you double the 1 and add 1, making it 3 to 1. To carry it further, you double the 3 and add 1, making it 7 to 1.

EVENTS.	ODDS.
One	1 to 1
Two	3 to 1
Three	7 to 1
Four	15 to 1
Five	31 to 1
Six	63 to 1
Seven	127 to 1
Eight	255 to 1
Nine	511 to 1
Ten	1023 to 1

In the margin will be found the odds against any number of successive events of this kind up to ten; but it must be remembered that these are the odds before anything was done. After a thing has happened 7 times, the odds against its happening again are not 255 to 1, but exactly even.

Maturity of the Chances

If there are 10 balls in the pool bottle, and we want to draw the 1 ball, it is 9 to 1 that we don't get it; but after five men have drawn balls ahead of us, and none of them have got the 1 ball, it is only 4 to 1 that we don't get it, because there are only 5 balls left in the bottle.

But if you have drawn five times, not five balls, with-

out getting the 1 ball any time, it is still 9 to 1 against your getting it on the sixth draw, if there are 10 balls in the bottle. Even if you had drawn twenty times, it would still be 9 to 1 against you, as long as 10 balls remained in that bottle.

Some persons imagine that because the odds are so great against any event happening a certain number of times in succession, that when it has happened so many times it is very unlikely to happen again. If the ball in the roulette wheel has not fallen into the red for ten rolls, they think it must come red next time. This is called the "maturity of the chances," and by betting upon this fallacy, many millions have been lost.

If you will toss a coin and put down all the times that it comes one way five times running, you will find that in just half those cases it will go the same way again. Note all the times that it goes six times one way, and you will find that in half of them it will go seven. As they roll about 4,000 times a week at Monte Carlo, or 200,000 a year, it ought to come red fifteen times in succession at least once during that time.

Betting Odds

Any person who offers to give odds on account of the maturity of the chances, is betting against himself. If a coin has been tossed five times heads, and a man offers to bet 2 to 1 that it will not come heads again, he is just as foolish as if he offered to bet 2 to 1 against the first toss of all. It is by knowing the folly of such bets, and taking them up at once, that some men get rich, whether the odds are in business or in gaming. It is the acceptance of unfair odds that makes the keeping of a gambling house so profitable. If a person offers

you odds that are not fair, it is your own fault if you accept them. The science of betting is to offer odds that look well but that give the bettor a little the best of it in the long run. Lord Yarborough used to offer any whist player at the table odds of 1,000 to 1 that he would hold some card above a nine. No one was obliged to take the bet if he did not like it; but the actual odds against such a hand are 1,827 to 1.

Doubling Up

A common method of betting on the maturity of the chances is to double the preceding bet if you lose it. This is on the theory that if it is an even chance you are betting on, like the red color at roulette, it must come red eventually, and the longer it is coming, the more certain it is to come, therefore the more you may bet upon it.

In doubling up, the original bet must be very small, because all banking games have a "limit" for single bets. If you start with a dollar and it goes against you 11 times, you will have lost $2,047, and the bank will not accept your next bet. It will go against you 11 times running about once a week at Monte Carlo, and you will have to risk $6,144 to win a dollar. If you have that much to spend on the venture, all authorities are agreed that it is better to put it down in a lump and settle your fate upon a single turn.

Martingales

Because doubling up requires such an enormous amount of capital, people of means never bet that way. It is the small man, with a few hundred dollars at the most, that

doubles up, and the limit in following his system is soon reached.

In order to lengthen the agony, but to arrive at the same result, people play what are called martingales. This is any system of betting which relies on the truth of the adage that time at last sets all things even. That is, if a player can afford to keep on betting long enough, the red will come as often as the black at roulette.

The simplest martingale is known as "progression" or "progress and pinch." The player starts his first bet with a certain number of chips, say ten. Every time he wins a bet, he pinches off a chip for the next bet, making it 9 only. Every time he loses, he adds a chip, going to 11. If he wins a second time, he goes down to 8; but if he loses that he goes back to 9 again. If he wins 10 bets and loses 10, no matter in what order the events happen, he will be 10 chips ahead; but if the game runs against him for a time, he will be continually betting larger and larger amounts, and will have to sit there and go on betting until the tide turns, which it may not do for months.

One of the oldest and also the most deceptive of all martingales is that in which the player starts with the intention of winning a certain fixed amount daily, by betting continuously on an even chance, such as the red and black at roulette.

Suppose the amount is $10. We divide it into three parts. What the division is, does not matter, but for example, 3, 3, 4. Rule a card into three columns, the left for winnings, the middle for martingales, the right for losses. First write your three figures, 3, 3, 4, under one another in the middle column, and draw a line under them. Start with any bet you like, say 2 chips. If you lose it, put it down in the "L" column and also in the

"M" column, under the line. The top figure in your M column, added to the bottom figure in same column gives you a total of 5, and that is your next bet. Suppose it is lost. Write it in the L and M columns as before. By adding the top and bottom figures in the M column, you now get a total of 8, which is the next bet. Suppose you win that. Put it down in the "W" column only. Now you cross out the top and bottom figures in the M column, because you have won those two martingales. The new top figure is still a 3, and the new bottom figure is a 2, total 5, which is the next bet. You lose it, and this brings you to bet 8 again. You lose that, and your bet is 11. You win that and cross out the 3 and 8 in the M column, and add the new top and bottom, and bet 9. You win that, and cross out, leaving only one figure to bet, 2. You lose it; put it down, add it to the other 2 above it, and bet 4. This you win, and everything in the martingale column is crossed out. If you add up what you have won and lost, you will find that you are just 10 ahead.

W	M	L
	3	
	3	
	4	
	2	2
	5	5
8	5	5
11	8	8
9	2	2
4		
32		22

In the privacy of the home, this system will win millions, and it has probably cost its followers more than that at Monte Carlo.

Luck and Superstition

There are many persons who believe in what they call luck. To be lucky means, literally, to succeed. There

are undoubtedly some people who succeed all the time, even in matters of pure chance, while others fail just as persistently; but the great majority have it about as much one way as the other most of the time. This is strictly in accordance with the laws of probability and there should be exceptional cases in which things go one way all the time, just as there are exceptional times when it comes up red without intermission.

If a person has any fancy about seats and cards, it is just as well to indulge it, if for nothing else than to put his mind at ease. But if a person gets any idea that on certain days or occasions he is in a lucky vein, he should avoid it as the plague. One of the worst faults in all gamesters is that they will not sit and win as much as they will sit and lose. When they are in bad luck, they keep on because they argue that it must change. When they are in good luck, they stop for the same reason. Now, if you insist on playing when you are losing and will not play when you are winning, how can you expect to keep even with the game? The best rule is to play a certain length of time and for a certain stake, unmindful of whether you win or lose. If you do anything, stick to it when it seems to be going your way, not when it is running against you.

RAMS

Any number of players from 3 to 6, with 32 cards, which rank, A K Q J 10 9 8 7. Each dealer in turn puts 5 counters into a pool, or the players make up a pool to which the dealer adds. Five cards are dealt to

each, 3–2 or 2–3 at a time, an extra hand being dealt for a widow. The next card is turned up for a trump.

The object of the game is to get a share of the pool by winning tricks. Each player in turn declares to play or pass. He may keep his own cards or take the widow; but if he takes the widow he must play. If all pass except the one on the dealer's right, he must play against the dealer or pay the dealer five counters. If the dealer plays, he may exchange any card in his hand for the turn-up trump.

The eldest hand leads for the first trick, and each player in turn must head the trick if he can. If he can neither follow suit nor over-trump, he must under-trump if he has a trump.

At the end, each player is entitled to one-fifth of the pool for each trick he wins; but if he plays and fails to get a trick, he must pay 5 counters toward the next pool.

Sometimes as a variation it is agreed that any player finding in his hand the jack of clubs and any pair, such as two nines, may announce "rams" and take the pool without playing for it. Any player holding three of a kind may announce "mistie," and take the pool. If two players hold misties, the higher wins the pool, but a rams will beat any mistie. After a rams or mistie has been shown, the players must put up double for the next pool.

Rounce

This is rams with a full pack of 52 cards, and 3 to 9 players. Six cards are dealt to the widow, so that the one who takes it will have eleven cards to choose from. There is no obligation to head the trick, nor to under-trump; but the leader in each trick must play a trump if he has one.

RANTER-GO-ROUND

ANY number of players, 52 cards. Each player has three counters to mark his lives. Any one may deal, one card to each, face down. The object is not to have the lowest card at the table.

Each in turn to the left examines his card, and if he does not like it he passes it to the player on his left, and if that player holds any card but a king, he is obliged to exchange. If the player who is forced to exchange gives an ace or a deuce, he announces it aloud, but the player who asks for the exchange says nothing, as his card may be passed on. If any player does not ask to exchange, or says he has a king, the privilege passes to the player on his left.

Exchanges stop at the dealer, who may cut the pack and turn up the top card if he wishes to exchange. The cards are then all turned face up, and the lowest at the table loses a life. Ties lose a life each. The player who outlives all the rest takes the pool.

REVERSI

THIS is played on a board with 64 squares, 8 on each side. Each player has 32 men or counters, which are red on one side and black on the other. The one who gets the first play sets a man on one of the four squares in the middle of the board, and his opponent places a man in the same four squares, each player having his own color uppermost on his own men.

It is usual to set the first two men in a line, and not diagonally. After that until the end, each plays in turn. Each must set his man next to an adversary's man, and so that he has another of his own men in a direct line on the other side of the one approached. If a red man is set beside a black man it does not matter how many black men are beyond in a line, provided there is a red man at the other end of the line, horizontally, vertically, or diagonally. When a player succeeds in doing this, he turns over all the intervening men, transferring them to his own color. Sometimes the placing of a man at an angle may turn two or three lines of the enemy at once.

As soon as the board is filled up, the players count their men, and the one with the greater number showing wins.

RONDEAU

THIS is a banking game, played on a pocket billiard table with nine small balls which are rolled, by means of a stick placed behind them, from one corner diagonally to the pocket at the other corner. The number of balls left on the table, odd or even, decides the bets on the game, the bank taking out ten per cent. Some balls must go into the pocket, and some must stay on the table, or the roll is foul.

ROUGE ET NOIR

Or Trent et Quarante

THIS is a banking game, played with a layout, on the end of which is a triangle marked "inverse," and in the middle a square marked "color." On each side of the square are two diamond shaped places, one red and the other black. Players can bet on any of these four divisions.

The dealer shuffles together six packs of 52 cards, and after they are cut he takes a number into his hand and deals first for "black." He deals the cards from his hand one by one, face up on the table, announcing the total pip value until he passes 30; but he must not pass 40; hence the name of the game. The K Q J count 10 each, all others their face value. Having dealt for black, he deals another row of cards for red in the same way. Whichever color comes nearer to 31 wins; even money.

The color of the first card dealt for each color is noted. If the first card dealt for the winning color is the same color, all bets on "color" are paid, even money. If it is the opposite color, "inverse" wins.

If the same number is dealt for both colors, all bets are a stand-off, the dealer announcing "apres." If exactly 31 is dealt for each color, the bank takes half of all the money on the table, or players may push it into a "little prison," and if the same color they bet upon comes next time, they save their stake.

ROULETTE

Or the Wheel

THE roulette wheel is spun slowly upon its axis like a large flat top. The edge of the wheel is divided into small pockets, each having a number above it, and colored alternately red and black. There is one extra pocket, which is green and marked "0." This is the order of the numbers round the wheels at Monte Carlo, the heavy-faced type being the black, the others the red;—

0 32 ***15*** 19 ***4*** 21 ***2*** 25 ***17*** 34 ***6*** 27 ***13*** 36 ***11*** 30 ***8*** 23 ***10*** 5 ***24***
16 ***33*** 1 ***20*** 14 ***31*** 9 ***22*** 18 ***29*** 7 ***28*** 12 ***35*** 3 ***26.***

The Monte Carlo wheel has 36 numbers and only one zero; giving it a very small percentage; but many American wheels have only 27, 30 or 33 numbers, and some of them have two zeros, 0, and 00, and sometimes there is a third, called "eagle bird."

The wheel spins in a sort of hollow dish, round the inner edge of which a small ivory ball is thrown, always in a direction opposite to that in which the wheel is turning. When this ball finally comes to rest the wheel is still revolving slowly, but the ball lies in one of the pockets on its edge. The number and color of this pocket decides all bets.

The numbers and zeros, together with several bets which can be made on combinations of figures, or upon colors. are shown upon the layout, which is as follows;—

			0					
Passe			1	2	3	Manque		
			4	5	6			
			7	8	9			
			10	11	12			
Pair			13	14	15	Impair		
			16	17	18			
			19	20	21			
			22	23	24			
Noir			25	26	27	Rouge		
			28	29	30			
			31	32	33			
			34	35	36			
P 12	M 12	D 12				P 12	M 12	D 12

There are a great many ways of placing the bets; these and the odds paid at Monte Carlo, are as follows;—

Any single number, or upon the green, 35 for 1.

On the line between two numbers, 17 for 1.

On an intersecting line, taking in 4 numbers, 8 for 1.

At the right or left of any line of three numbers, 11 for 1.

On the line, between two rows of 3 numbers, 5 for 1.

At the bottom of any of the three vertical columns, taking in the 12 numbers over it; 2 for 1.

On the line between any two of these columns; ½ for 1.

"P," premier, a bet on the first 12 numbers, from 1 to 12 inclusive; pays 2 for 1.

"M," milieu, on the numbers from 13 to 24 inclusive; 2 for 1.

"D," dernier, on the numbers from 25 to 36 inclusive; 2 for 1.

On the line between two of these chances; pays ½ for 1.

Impair; that the number will be odd; pays even money.

Pair; that the number will be even; pays even money.

Manque; that the number will be from 1 to 18 inclusive; pays even money.

Passe; that the number will be from 19 to 36 inclusive; pays even money.

Rouge; that the color of the number will be red; even money.

Noir; that the color will be black; even money.

A wheel having a less number of chances will pay less in proportion. On a twenty-seven number wheel, for instance, single numbers would pay 26 for 1 only.

When the zero comes up, the bank takes everything but bets on the zero itself, unless the bet is on an even chance, such a red or black odd or even, when it is shifted into a "prison" and is decided by the next roll. If it was correctly placed, the player gets his money back; if not, he loses it all. This is the same as if the bank took half and compelled the player to bet the remaining half the same way.

Shuffle Board

This is played on a sanded table, raised about waist high from the floor. The standard table is 30 feet long and 20 inches wide, with a gutter all around it. Two players or two sides are provided with four brass weights each, marked A and B to distinguish them. These should be 2 inches in diameter and ½ inch thick. A "deuce line" is drawn 5 inches from each end of the table.

Each side takes turns to push a weight from one end of the table to the other, the object being to get as close to the other end as possible, without going into the gutter beyond.

When each side has sent up its four weights, their positions are examined. All in the gutters are dead. All that go past the deuce line score 2. If a piece overhangs the end without falling, it is a ship, and counts 3. If there are no deuces nor ships, the piece nearest the deuce line counts one for the side. Only one piece can score, whether it is a ship, deuce, or point. The next inning is played from the end of the table at which the pieces came to rest, the other side leading.

Ship Shuffle Board

On ocean steamers, the weights are wooden disks, pushed along the deck with a forked stick. The object is to occupy certain numbered squares on a layout of chalk lines. These are numbered from 1 to 10, and some are marked "minus," so that a player stopping on them loses points. Nothing counts but the pieces that lie clearly within a square, not touching a line. Each side plays first alternately, four pieces each, and the winner is the first to reach 50 or 100, as agreed.

SIXTY-SIX

Two players, 24 cards, which rank, A 10 K Q J 9. The highest sixty-six card deals the first hand. Six cards to each player, three at a time, turning up the next for a trump, which is placed face up slightly under the remainder of the pack.

The object is to reach 66 points by winning certain counting cards in tricks and by declaring marriages in play. The counting cards are the ace, 11; ten 10; king 4; queen 3, and jack 2. Marriages are the K and Q of any suit. In plain suits worth 20; in trumps 40.

Eldest hand leads first. It is not necessary to follow suit, even in trumps, until the stock is exhausted or drawing has been stopped by closing. Then the second player must follow suit if he can, but he is not obliged to win the trick.

If either player has a marriage to declare, he must lead one of the cards forming it. If he has already won a trick, or afterwards wins one, the marriage is counted; but not otherwise. If the points for the marriage are enough to put the player 66, he can simply show it, without leading it, but he must be in the lead at the time.

After each trick, the players draw a card from the top of the stock, the winner first. The player holding the nine of trumps may exchange it for the turn-up at any time, provided he has won a trick. When the stock is exhausted, the last player to draw takes the trump card. Marriages can still be declared after the stock is exhausted, and the winner of the last trick counts 10 for it, provided all the cards are played out.

When a player reaches 66, he announces it at once. If his adversary has reached 33, the winner scores 1

toward game. If the adversary is not 33, he is not out of schneider, and the winner scores 2 points toward game. If he has not won a trick, he is schwarz, and the winner marks 3. If a player claims to be 66 and is in error, his adversary marks 2, no matter what his score is, and the hand is abandoned. Seven is game.

If at any time during the play of a hand the one whose turn it is to lead thinks he can get 66 without further drawing, or by compelling his adversary to follow suit, he can "close," by turning the trump card face down on the pack. This does not prevent the immediate exchange of the trump card, provided the holder of the 9 has won a trick. Closing may take place at any time. The eldest hand may close before he leads for the first trick. Either player may close before drawing a card or after drawing and before leading. The moment it is closed, the second player must follow suit, just as if the stock were exhausted, but there is no score for winning the last trick.

If the closer gets to 66 before his adversary wins a trick he scores 3 toward game. If he has closed before his adversary had won a trick and fails, he loses 3. If the adversary had a trick when it was closed, or wins one afterward, but is still made schneider, the closer counts 2; if he gets out of schneider, 1 only. If the closer fails to get 66, he loses 2.

Three Hand

The dealer gives no cards to himself and takes no part in the play; but he always scores whatever is made on the hand, so that he wins something every deal. Each player deals in turn, but no one can go out on his own deal. He can count up to 9, but must then wait until he

can go out on a hand in which he is an active player. Ten points is game.

Penalties

A misdeal does not lose the deal.

A player looking at any trick but the last turned down loses the privilege of closing.

If neither player claims to have reached 66 until the last trick is turned down, both must count their hands. If only one has reached 66, he scores. If neither is 66, or if both are 66 or more, neither is allowed to score; but the winner on the next deal adds 1 to his score.

A revoke gives the adversary at least 2 points, even if he fails to make schneider.

Kreutz-Mariage, or Four-Hand Sixty-Six

The pack is increased to 32 cards by adding the 7's and 8's. Eight cards are dealt to each player, 3–2–3 at a time, turning up the last for a trump. This belongs to the dealer and cannot be exchanged.

There is no stock to draw from and no marriages are declared. Players must not only follow suit, but each in turn must head the trick if he can. The cards have the same counting value as in sixty-six, and the last trick always counts 10, so that 130 points are made in each deal.

If the winners get every trick, they score 3 toward game, which is seven. If they get more than 100, they score 2. More than 66 but less than 100 scores 1 only.

In the German game, the cards are dealt in the form of a cross, first to the partner, then to the left, then to the right and then to the dealer. Marriages are also scored.

SKAT

THREE players, 32 cards, which rank, A 10 K Q 9 8 7, the four jacks being always the best trumps. These four jacks always outrank one another in order; clubs being the best, then spades, hearts, and diamonds, no matter what the trump suit may be.

There are never more than three active players in each deal, although four or five may sit at the same table and take turns to become active players. Each individual is for himself and the final result is an individual score of so many points won or lost. Each deal is practically a complete game in itself, but it is usual to finish a round, so that each may have dealt an equal number of times.

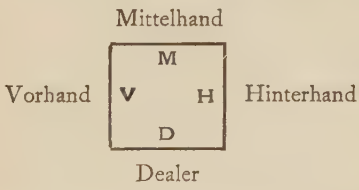
Anyone can have the first deal, after which it passes in order to the left. The score-keeper usually sits on the right of the first dealer, so that when the scorer deals, it marks the end of a round. The cards being shuffled and cut, are dealt 3 at a time the first round; then 2 to the skat, then 4 to each player, and finally 3, so that each player has 10 cards. When four play, the dealer takes no cards. When five play, he gives to the two on his left and the one on his right.

There are several varieties of game to be played, and the players bid against one another for the privilege of saying what the game shall be, the one offering to play the game which shall win or lose the greatest number of points having the choice; but he must play that game single handed against the two others combined as partners.

This bidding is done by naming the figure value of a

game, such as 12, 16, or 30, as the case may be, and the highest bidder engages himself to play a game of at least the value that he bids, but as much more valuable as he pleases. The object of the bidding is merely to see who has the best game at the table; how much better it is than any other does not matter. If no one bids, the player on the dealer's left has the right to name any game he pleases; but he must name something. The privilege of naming the game naturally belongs to him, and no one can take it from him unless he has a *better* game to offer. An equal game is not enough.

This player, on the dealer's left, is called Vorhand. The one on his left again is Mittelhand, and the third player is Hinterhand. If only three play, the dealer is Hinterhand. If four play, this is the arrangement;—



As Vorhand has the game by right of his position, the first bid must be made by Mittelhand, Hinterhand saying nothing. All bids begin with ten, and each player must bid the value of some actual game. When Mittelhand bids, Vorhand, if he has a game worth as much himself, and is willing to play it, says "yes"; which means, "Yes; my game is worth as much as yours." The other must then bid higher or pass. There is no limit to the number of bids, but the moment the Vorhand says "No," or "I pass," the game belongs to Mittelhand. If it is Mittelhand that says he passes, the game stays with Vor-

hand. The survivor of this first bidding is open to bids from Hinterhand, who must offer some game higher than the last bid made, or pass. If he bids higher, the player he bids to will have to say "Yes," or pass, as before.

The successful bidder is called the "player," and he can name as much more expensive a game as he pleases, but he cannot name a cheaper one. If the bid on which he holds it is 20, he must play a game worth at least 20.

Having stated what he is going to play, the two others become partners against him for that deal, but there is no change in the original lead, which is always made by Vorhand. Players must follow suit if they can, but there is no obligation to win the trick, or to lead any particular suit.

There are three kinds of games to be played and there are two ways of determining them. The successful bidder can play with a whole suit for trumps, as well as the four jacks; or he can play with nothing but the four jack for trumps; or he can play with no trumps at all.

He can determine what the trump shall be by turning up one or other of the skat cards, whichever he pleases; or he can leave the skat cards alone and declare on his original ten cards. If he turns up a skat card and it suits him, he shows it; takes both skat cards in hand, and discards any two cards.

As the four jacks are always trumps, there will be eleven trumps if he names a suit, and three plain suits of only seven cards each. If he names jacks for trumps, there will be a trump suit of four cards only, and four plain suits of seven cards each. If he plays without any trumps, there will be four plain suits of eight cards each, and the rank of the cards will be, A K Q J 10 9 8 7.

When one of the skat cards is turned up to decide

the trump, the game is called a "tournee." When the player names the trump out of hand, it is called a "solo."

When there is a trump suit, the game is called a "club tournee," or a "heart solo," as the case may be. When jacks are the only trumps it is called a "grand." If a jack is turned up from the skat, the player can make the suit trumps or jacks trumps, as he pleases. If he makes jacks trumps, it is a "turned grand," as distinguished from a "solo grand." When there are no trumps, it is a "nullo."

The object of the game is not to win a certain number of tricks; but to get home a certain number of points in the tricks won. These points are reckoned by giving the five highest cards in each suit a fixed value.

The ace counts 11; the ten 10; the king 4; the queen 3; the jack 2; while the 7, 8 and 9 have no value. There being 4 suits with 30 points in each, there are 120 in the pack, and the successful bidder, the player who names the game, must get home the majority of this 120, that is, 61 or more, or his game is lost.

When a player names a trump suit, or turns up a certain suit, he means, "With this suit for trumps, I can win 61 of the 120 points in the pack." But the number of points that the scorer will put down to his credit when he wins his game, depends on two things; the suit and manner of its selection; and the number of "matadores" he holds or does not hold.

These two factors, the value of a trump selected in a certain way, and the number of matadores, are multiplied together, and the product is the number of points put down by the scorer as won or lost by the player.

Matadores are all the trumps held by one side or the other in unbroken sequence with the club jack. It is evident that the club jack must always be a matadore,

and the side that holds it is said to be "with" so many; the other side is "without." If we suppose the player to hold the jacks of clubs and spades, but not the jack of hearts, he is "with two" matadores. If the only jack he has is the diamond, he is "without three" matadores. It is possible to be "with eleven," or "without eleven," because the sequence continues below the jacks until it is broken. If the player holds all four jacks and the ace and ten of trumps, but not the king, he is "with six." In a "grand" there are never more than four matadores, because there are only four trumps.

The other factor in the calculation, the value of a suit selected in a certain way, is determined by the following table;

Trumps;—	♢	♡	♠	♣	Jacks trumps;—	
Tournee,	5	6	7	8	Turned Grand,	12
Solo,	9	10	11	12	Solo Grand,	16

Let us suppose that the successful bidder names clubs for trumps, without touching the skat cards, and that he holds the jacks of clubs and spades, his adversaries having the jack of hearts. He is "with two" matadores, to which he always adds 1 for "the game." This gives us 3 as one factor; the other being the value of a club "solo," 12, so that if the player succeeds in getting 61 or more in the tricks he wins, the game that the scorer will put down is $3 \times 12, = 36$ points. If the player should fail to get 61 points in playing the hand, after declaring clubs for trumps, the scorer would put him down 36 minus. It is the number of matadores that counts, whether they are held by the single player or by his adversaries.

Knowing that he was going to announce a club solo if he was the successful bidder, and knowing that he

held two matadores, it is obvious that he knew in advance that his game would be worth 36 if he could name clubs and win it, therefore he was able to bid up to 36 for the privilege, but no more. If a player overbids his hand, he loses what he would have had to win to make his bid good.

Suppose that a player bids 12, and gets it. He turns one of the skat cards, and it is a diamond. If he is "with" or "without" only one matadore, it is obvious that he cannot score more than 10; because 1 matadore and 1 for the game, multiplied by 5 for a diamond tournee, is only 10. As he bid 12, he must lose some multiple of a diamond tournee that will be 12 or better, that is 15.

If the first skat card turned up is unfavorable, does not fit the player's hand, he is allowed to put it in his hand without showing it, and to turn up the second one. This is called "passt mir nicht." If the player wins his game with the trump determined by the second card, he scores as usual; but if he loses his game after taking the second card, he loses double.

The skat cards always count for the single player at the end of the hand, whether he has laid them out or not. If he plays a solo, and finds in the skat any card or cards that would add to or decrease his matadores, he must reckon them. Suppose he plays with two, and finds the jack of hearts in the skat, he is with three. If he played a solo with the jacks of spades, hearts, and diamonds, but not the ace of trumps, and found the jack of clubs in the skat, he would be with four, instead of without one.

In tournees, the player lays away in the skat any good counting cards that are in danger of being caught. It sometimes happens that a player would risk a grand but

for the fear of losing unguarded tens in his hand. In that case he can play what is called a "gucki grand," the unit value of which is 12, like a turned grand. He announces "gucki grand" and takes both the skat cards into his hand without showing them, and then lays out any two cards he pleases in their place. If he wins his game, by getting 61 or more, he scores as usual; but if he loses it, he loses double. Suppose a player holding the three best jacks bid enough to get the game, and played a gucki grand. If he won it, the scorer would credit him with 48 plus; but if he lost it, he would be put down 96 minus.

To the number of matadores is always added 1 for "game." This refers to the simple game of getting the majority of the 120 points that are to be played for in each hand. But if the single player gets only 60, his game is lost. If, on the other hand, he gets 91, he makes his adversaries "schneider." If he wins every trick, he makes them "schwarz." If they get 90, they make him schneider; and if they get every trick, they make him schwarz.

Each of these games adds a multiplier. Suppose the bidder turns a heart, and has the jack of spades, but not the jack of clubs. He wins 93 points out of the 120. This makes his adversaries schneider, so he reckons his game this way; Without 1 matadore, 1 for the game, 1 more for schneider; 3 times the value of a heart tournee, which is 6; 18 points.

When the player does not use the skat cards, either by turning them up to make the trump or by playing a gucki, he may announce in advance that he will make the adversaries schneider, or even schwarz. For so doing he adds a multiplier; but if he fails to make the announced schneider or schwarz, he loses everything. Suppose the

player announces a club solo, schneider. He makes 98 points, and it is found that he was with three matadores. He reckons; With 3, 1 for game, 1 for schneider, 1 for announcing it, $6 \times 12, = 72$ points. As the announcement of schwarz must include the announcement of schneider, it is worth 5; 1 for game, 1 for schneider, 1 for announcing schneider, 1 for schwarz, and 1 for announcing it.

When a player is fortunate enough to hold a hand which he can announce schwarz in a grand, it is called an "open grand" because he lays it face up on the table before a card is played. The value of an open grand is 24. Suppose the player held the four jacks and won every trick, after having announced to play it open, he would score 4 matadores, and 5 for the announced schwartz, which would give him 9 multipliers; $9 \times 24, = 216$, the highest possible hand in skat. If the grand was not played "open"; that is, if the schwarz was not announced in advance, although it was made, there would be only 3 multipliers for the schwarz, and the unit value would be 16 only, as for any solo grand.

When no one will bid, Vorhand must play some game, and if he has no game he cares to risk, or if he suspects that some player will not bid when he ought to do so, Vorhand can announce "ramsch." This is a grand, jacks being the only trumps; but each player is for himself, and at the end of the hand the winner of the last trick takes the skat cards. Each player then counts the points he has taken in, and the one that has the greatest number is put down 20 minus by the scorer; because it is assumed that he had the best hand at the table, and he should have bid on it. Ramsch is to discover and punish those who will not bid, and it is also a defence for the Vorhand, so that he shall not be compelled to lose when he

has bad cards, and no one bids. If one player takes no trick in ramsch, the game costs 30. If all the tricks are taken by one player, it costs 50. If two are tied for high each loses 20.

When a player has such bad cards that he thinks he would not win a single trick if there were no trump suit, and if the cards ranked A K Q J 10 9 8 7, he can bid "nullo." In this there are no matadores, no trumps, no pip values to the cards, and no skat. If the player announcing nullo takes a single trick, his game is lost.

The value of nullo is 20, which is the most that can be bid for it, as there are no multipliers; but if a player is willing to lay his hand on the table before a card is played, he can announce an "open nullo," which is worth 40. The danger in open nullos is, that the adversaries see the weak spot in the hand, and will not let the player discard.

If the player has a hand that would be a nullo but for one, or perhaps two, dangerously high cards, he may play a "gucki nullo." In this he takes into his hand, without showing them, both the skat cards, and lays out in their place any two cards he pleases. A gucki nullo is worth 15 if won; 30 if lost. If it is to be played open, it must be so announced before the skat cards are touched, "Open gucki nullo." It is then worth 30 if won, 60 if lost.

Sometimes a "revolution" is allowed, but it is not officially recognized by the Skat League. This is an open nullo, in which the adversaries are allowed to consult and to exchange cards as much as they please, to see if they can beat the player. The game is worth 60.

"Uno" is another variation, in which the player engages to win one trick, no more, no less, the cards ranking as at nullo, in the suits, and the four jacks being

the only trumps. "Duo" is the same game, the object being to win two tricks, no more, no less. The game is worth 20; or if played "open," 40.

American Skat

This form of the game, although not yet officially recognized by the American Skat League, is rapidly gaining in popularity. The general rules of the game remain as described on page 346, but in every case the skat cards are taken in hand by the highest bidder before he announces his game. After seeing the skat and discarding, he may name any game he pleases that will equal his bid. It is evident that he must know exactly what matadores he is with or without in every case.

The lowest bid allowed is 18, for a diamond, with or without one; and the highest possible is 504, for a grand, schwarz announced. The suit values remain as in the ordinary game; diamonds 9, hearts 10, spades, 11, and clubs 12; but there is only one grand, 24, while nullo is 23, or if played open, 46.

If the player wins his game he scores its full value, but if he loses he always loses double. After seeing the skat, he may still announce schneider or schwartz. If he wins an announced schneider it doubles the total value of his game instead of adding the usual multiplier. Announced schwarz trebles the value of his game. If these are not announced they simply add multipliers, as in the ordinary skat.

For example. The game is spades, without one schneider announced. This is worth 1 for the game, without 1, and 1 for schneider, 3 times 11, 33, doubled for announcing schneider, 66. If the game were lost it would cost 132. Had he made schwarz after announcing schneider it would add a multiplier, making it worth 77.

AMERICAN SKAT LAWS

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Revised to 1925.

The following are the rules that govern the annual meetings of the American Skat Congress in the U. S.:

Penalties

1. Cards must be dealt in the following order, viz.: Three–Skat–Four–Three. (See penalties).

2. Cards must be cut by the player to the right of the dealer.

3. If all cards are dealt, the game must be played, even if the dealing was done out of turn; in such case the next deal must be made by the one who should have dealt before, and then proceed as if no mis-deal had been made, however, omitting the one who has dealt out of turn, thus each player deals but once during one round.

4. Bids must be made in number, the value of which occur in some possible game.

5. Plays or bids below ten points are not permitted.

6. Games in which the aid of the Skat is required, the player must discard two cards. (See penalties).

7. "Schneider" or "Schwarz" cannot be announced in any game in which the aid of the Skat was required.

8. The Skat must not be examined by any participant before the end of a game, except by the player when playing a game with the aid of the Skat. (See penalties).

9. In case a card is served face up, a new deal must be made.

10. The player to be out of Schneider must have at least 31 points, and must have at least 61 points to win

his game. The opponents need but 30 points to Schneider the player and 60 points to defeat his game.

11. All games that are played "Ouvert," the player must expose his cards and play openly, meaning that he lay his ten cards, face up, on the table for the observation of his opponents and playing thus from them.

12. If a player leads wrongly (plays out of order) or neglects to follow suit, such error shall terminate the game and be considered as lost. (See penalties).

13. If participants lead wrongly (play out of order) or neglect to follow suit, such error shall terminate the game and the value of the game is to be charged to the player as won. (See penalties).

14. A player bidding ten or more must play some game the value of which amounts to the number of points bid by him; and in case he loses the game, he loses its full value according to the table of values.

15. Ramsch must be played when all participants have passed or failed to bid.

16. If a player has overbid his hand, the next higher value of the respective game is counted and charged against the player. (See penalties).

17. In case a player, having overbid his hand, plays his game and either of the opponents commits an error, the value of such game is credited to the player and deducted or charged against the opponent who made the error. (See penalties).

18. Examination of tricks taken or the counting of the points of such tricks (except the last trick made) shall terminate the play. (See penalties).

19. Participants have the privilege to examine the last trick made. (This must be done however before the next card is played).

20. All participants must keep their respective tricks in

the order in which the cards were played, so that each trick in a game can be traced at the end of the game.

21. *Each game must be played to a finish.* (See penalties).

ALL PENALTIES IN THE NATURE OF RULES ARE TO BE CONSIDERED AS RULES

1. A dealer misdealing shall be charged with ten points and must deal again.

2. Games in which the aid of the Skat is required, the player will be charged the full value of the game if he neglects to discard more or less than two cards.

3. If a dealer examines either of the Skat Cards before or during the progress of a game, he shall be charged ten points.

4. In case a participant examines either of the Skat Cards (without right) before the termination of a game, such person shall be charged the full value of the game announced, but the opposing person or persons shall have the privilege of continuing the game for the purpose of increasing the value thereof.

5. If, before a game shall be announced, it is discovered that the Skat Cards are missing or they, or any of them, are in the possession or have been seen by any participant, the dealer shall draw out of the hand of the person having the Skat Cards, or any of them, sufficient cards to leave said player ten cards, after which the bidding shall proceed as if no mistake had been made, but the player causing this proceeding, shall be fined 25 points and is forbidden to participate in the bidding and denied the opportunity to play any game during this particular deal.

6. A player mis-leading or neglecting to follow suit

loses the game, but any one of the participants has the privilege to have such error corrected and proceed with the game to its end for the purpose of increasing the player's loss.

7. If either of the opponents leads wrongly (plays out of order) or neglects to follow suit, such errors shall terminate the game; in such case the game is won by the player, but the player has the privilege to have such error corrected and proceed with the game to its end, for the purpose of increasing the value of the game. The full value of the game in which such error took place shall be charged against the opponent committing such error.

8. If, during the progress of a game, the player places his remaining cards upon the table and declares his game won, but is found to have erred, he shall have lost his game, even if he might have obtained all remaining tricks.

9. If during the progress of a game, any one of the opponents places his cards upon the table, declaring thereby to have defeated the player's game, all the remaining cards belong to the player, and the opponent who erred shall be charged with the full value of the game.

10. If a player declares his game lost and places all the remaining cards upon the table, such remaining or all cards belong to the opponents, and the player loses the full value of the game.

11. A player who examines the tricks taken (except the last made trick) or counts the points thereof, loses the game announced, but any one of the participants has the privilege to insist on the game proceeding to its end for the purpose of increasing the player's loss.

12. If either of the opponents commits the act last above mentioned, the player can insist on proceeding with the game for the purpose of increasing its value. The

full value of the game in such case shall be charged against the person committing this act.

13. In all cases of errors, the points lost by the participants who erred, shall be of the same number as that which the player wins.

SLOBBERHANNES

FOUR to seven players; 32 cards, which rank, A K Q J 10 9 8 7, the ace being highest in cutting and in play. Anyone can deal the first hand, giving one card at a time to each player until the pack is exhausted. The lowest cards must be thrown out to make the pack even for five, six, or seven players. There is no trump suit.

Each player starts with 10 counters, and the object of the game is to avoid taking the first trick, or the last trick, or a trick with the queen of clubs in it. The player winning any of these pays a counter to the pool at once, and if the same player wins all three he loses four counters. The first one to lose all his counters has to pay each of the others for all they have left.

The eldest hand leads anything he pleases and the others must follow suit if they can. The penalty for a revoke is one counter; if on the first or last trick, two counters.

SOLO

Or Modern Ombre

FOUR players, 32 cards, which rank A K Q J 10 9 8 7 in the red suits; A K J 10 9 8 7 in the black. One

card is dealt round to each player face up, and the first club deals. The dealer places in the pool any amount previously agreed upon, usually 4 counters, and then gives 8 cards to each player, 3–2–3 at a time. No trump is turned.

Clubs are first preference, called "color." Any other suit is called "simple." The players bid to play in color or in simple for the trump suit. The club Q, "spadilla," is always the best trump in the pack. The 7 of trumps, "manilla," is the second-best. The spade Q, "basta," is the third-best. These three are called matadores.

The object of the game is to get the privilege of naming the trump suit, and then playing to make five tricks, "solo," or eight tricks, "tout," either alone, playing against the three others, or with a partner, selected by calling on a certain ace. The holder of this card remains unknown until it falls in play; but he must assist his partner from the first.

When there is no bid, and any player happens to hold both spadilla and basta, he must play a "forcée." If he calls on an ace, the partner announces himself at once, and also names the trump.

The eldest hand bids first. If his cards are not worth a bid, he says "I pass"; but if he thinks he can make five tricks, with or without a partner holding a named ace, he says, "I ask," which means that he is willing to play in "simple" at least. The others, in turn to the left either pass, or outbid him by asking, "Is it in color?" meaning, "Is your game better than a simple?" If the first caller says, "Yes," the other bids higher by asking "Is it solo?" "Is it solo in color?" "Is it tout?" and so on. As soon as one of the two passes, the next in turn takes up the bid if he will go higher;

for these questions are supposed to mean that if the first caller has not as good a game as the one asked about, the asker will play it, or even a better one.

The calls rank as follows:

Simple, with a partner, wins	2
Color, with a partner, wins	4
Forcée simple, with a partner, wins	4
Forcée in color, with a partner, wins	8
Solo simple, without a partner, wins	4
Solo in color, without a partner, wins	8
Tout simple, wins	16
Tout in color, wins	32

The successful bidder must play a game equal in value to the one he bid. If it is a simple, he first names the trump suit, and then names an ace if he wants a partner. If it is a solo, he simply names the trump. If it is a tout, he may call on an ace or play alone. A player holding all four aces can call on a king.

In forcée, the player who holds spadilla and basta does not name the trump, but calls on an ace, and the holder of this ace names the trump; but it must not be the same suit as the ace.

The bidding finished and the game named, the eldest hand leads any card he pleases, and the others must follow suit if they can. The moment the caller wins his five tricks, the hands are abandoned; because if he goes on playing, he must win or lose the value of a tout.

In settling, if the player has no partner, he wins from or loses to each of the others as many counters as are shown in the table. Partners settle each with a different adversary. In addition to the value of the game, a counter is paid for each of the three matadores, if they

are all held by one side or in one hand, and also a counter for each additional trump held in unbroken sequence with the matadores, if held by the same side or in one hand.

Any player who succeeds, without a partner, in winning a solo or a tout, in color, takes the pool, if it does not exceed 16 counters. If it does, he takes out 16. If a player attempts a solo or tout, in color, without a partner, and fails, he doubles the pool; provided it is not more than 16 counters, in which case he pays in 16.

Heart Solo

This is solo for 3 players, reducing the pack to 24 cards by throwing out the 8 of hearts and all the diamonds but the 7. Diamonds are always "color" and the three matadores are the only trumps in color. The only bids allowed are solos, as there are no partners. If no one bids, the hand is played in color, and the winner of the last trick loses the value of a solo in color.

Penalties

A revoke by any player, or a lead out of turn against a player without a partner, loses the game at once. Any player who fails to play a forcée when he should do so, pays 16 counters to the pool.

SOLO WHIST

Four players, each for himself; 52 cards, which rank, A K Q J 10 9 8 7 6 5 4 3 2. Lowest cut deals; ace is low. Thirteen cards to each player, 3 at a time for

4 rounds and then 1 each, turning up the last for the trump, which belongs to the dealer.

The object is to make a certain number of tricks, with or without a partner, and there are six varieties of game usually recognized and played. Each player in turn has the privilege of announcing any of these that he is willing to undertake, and the one offering the best game is known as the "caller" or successful bidder. These games and their rank, are as follows;—

Proposal and acceptance, in which the caller undertakes to make 8 tricks with the assistance of a partner.

Solo; to take 5 tricks, without a partner.

Misère; to take no trick, there being no trump suit.

Abundance; to name the trump suit, regardless of the turn-up, and take 9 tricks without a partner.

Open Misère; to lose all thirteen tricks: the caller's cards being exposed on the table after the first trick.

Open Abundance; to name the trump suit, and take all thirteen tricks with the caller's cards exposed, and no partner.

The cards dealt, the players propose or pass in turn. A player with four reasonably sure tricks, keeping to the suit turned for trumps, but not strong enough to play solo, says, "I propose," which means that he wants a partner. Any player in turn to the left can accept him, and if no higher bid is made they are partners, without making any change in their positions at the table. They must win at least eight out of the thirteen tricks, or they lose their game. A solo outbids a proposal, even if the proposal has been accepted, and a misère outbids a solo, and so on.

The eldest hand always leads, except in open abundance, when the caller has the lead. Each player in turn must follow suit if he can.

Each deal is a complete game in itself and is settled for in red and white counters, a red being worth 5 whites. Proposals and solos win or lose 1 red; misères 2; abundance 3; open misère 4, open abundance 6. A single player wins from or loses to each adversary; partners each settle with one adversary. In addition to the red counters, white ones are paid for "over-tricks." If a solo player wins seven tricks, he gets a red and two whites from each adversary. If he gets four tricks only, he loses a red and a white to each.

No player, except the eldest hand, having once passed, can afterward bid; but a player having made a bid can increase it to outbid or "over-call" a competitor.

If no one will make a bid, it is sometimes agreed to turn down the trump and allow any player to call a six-trick solo with another suit for trumps. This pays one red.

Three Hand

The 2, 3, and 4 of each suit are thrown out; thirteen cards are dealt to each player, and the odd one is the trump, which does not belong to the dealer. The lowest call is a six-trick solo; the next is abundance for nine tricks; then misère; then open abundance, and then open misère. If all pass, any player may call a six-trick solo in another suit.

Kimberly Solo

This is for four players without any proposal and acceptances, the lowest call being a solo. If all pass, the call of a six-trick solo in a different trump suit is allowed.

Penalties

In all misdeals, the same player deals again. Anyone dealing out of turn must be stopped before the trump is turned or the deal stands good.

Two or more cards played at once; cards played in error; cards dropped face upward on the table, or cards led out of turn, are exposed cards, and unless they belong to a player who has no partner, they must be left face up on the table, and liable to be called. If the exposed card is a trump, the adversary can prevent its being used for ruffing.

The penalty for a lead out of turn is to call a suit, except in misère, when it loses the game at once.

The penalty for a revoke is the loss of three tricks. If the revoke is made against a call of misère, open misère, or abundance, the caller can claim his game as won.

If any player has a wrong number of cards, the caller and his partner, if any, having their right number, the deal stands. If the caller, or his partner, has a wrong number and has played to the first trick, they can play the hand out to avoid paying for over-tricks; but they cannot win anything.

SPECULATION

ANY number of players less than ten; 52 cards, which rank, A K Q J 10 9 8 7 6 5 4 3 2. Each puts an agreed amount into a pool, the dealer paying double. Anyone can deal the first hand, 3 cards to each player, 1 at

a time, turning up the next for a trump. None of the players' cards must be looked at. If the turn-up is an ace, the dealer wins the pool at once, and passes the deal to the left.

If a K Q or J is turned, the dealer offers it for sale before any player is allowed to look at his cards, but the dealer is not obliged to take the counters offered for it unless he chooses to sell out. If he sells, he passes it to the buyer. Whether he sells or not, all the cards are turned face up and the player who holds the highest of the trump suit takes the pool.

If the turn-up is not a K Q or J, the dealer sells it as before, but the player buying it leaves it on the table, or the dealer keeps it, as the case may be. The player on the dealer's left then turns up his top card. If it is not a higher trump than the one turned, or not a trump at all, the next player to his left turns up a card, and so on until some one turns a trump higher than the first. The owner of the original trump does not turn up any cards until his trump is beaten. If a better trump shows, it is offered for sale, and the cards are again turned up in order until a still better trump shows, or all the cards dealt out have been exposed.

SPOIL FIVE

Any number of players from two to ten, but five or six is the usual game, each for himself. Fifty-two cards, their rank varying according to the color of the suit and the trump "highest in red; lowest in black." The K Q J always retain their rank, and the ace of hearts is always

the third-best trump, so that the rank of the cards in plain suits is as follows:

No change.	Highest in red.
♡ K Q J	10 9 8 7 6 5 4 3 2
◇ K Q J	10 9 8 7 6 5 4 3 2 A
	Lowest in black.
♣ K Q J	A 2 3 4 5 6 7 8 9 10
♠ K Q J	A 2 3 4 5 6 7 8 9 10

In the trump suit, the 5 is always the best, the J next, and then the A of hearts. Then comes the ace of the trump suit, and the K Q J, after which the smaller cards follow the rule, "highest in red; lowest in black." This gives the following rank of the cards when the suit is trumps;

No change.	Highest in red.
♡ 5 J ♡ A ♡ A K Q	10 9 8 7 6 5 4 3 2
◇ 5 J ♡ A ◇ A K Q	10 9 8 7 6 5 4 3 2
	Lowest in black.
♣ 5 J ♡ A ♣ A K Q	2 3 4 5 6 7 8 9 10
♠ 5 J ♡ A ♠ A K Q	2 3 4 5 6 7 8 9 10

The cards are thrown round one at a time face up, and the first jack deals. Each player puts a counter in the pool, and each dealer in turn adds a counter until the pool is won, after which a new pool is formed.

The dealer gives five cards to each player, 2–3 at a time, turning up the next card for a trump.

If the turn-up is an ace, the dealer may "rob" it, by exchanging any card in his hand for it. If it is not an ace, any player that holds the ace of trumps must announce it before he plays to the first trick. If he

wishes to rob the turn-up card he passes a card to the dealer face down, in exchange for it. If he does not rob, he says "I play these." If a player fails to announce the ace, it becomes the lowest trump, even if it is the ace of hearts.

The eldest hand leads any card he pleases. Each player in turn must follow suit or trump the trick; that is, if he does not follow suit when able to do so, he must trump, or it is a revoke.

If a small trump is led, any player holding one of the three highest trumps, 5, J, or heart ace, but none smaller, may "renege," refusing to follow suit even to trumps. But if he has a smaller trump, he must follow suit. If a higher trump than any he holds is led, he must follow suit. If the heart ace is led, and one player holds the J, another the 5, with none smaller; neither is obliged to follow suit; because their trumps are better than the one led.

The object of the game is to win three out of the five tricks, which takes the pool. All five tricks won by the same player gets an extra counter from every one at the table. Those who have no chance to win three tricks and the pool, play to distribute the tricks among the others so that the pool shall be "spoiled" for that deal.

Jink Game

When one player has won three tricks, he must abandon his cards; because if he goes on he must win all five tricks, or he is "spoiled." If it is his intention to go on and play for the five, and the extra counter from each, he says "I jink it."

Forty-Five; Five and Ten

This is spoil five for two players, or two sides with an equal number of partners. There is no pool, but the side winning the majority of the five tricks counts 5 toward game. If one side wins all five tricks, it counts 10. Forty-five points is game.

Penalties

A misdeal forfeits 2 counters to the pool and deals again.

If it is found that any player holds a wrong number of cards, his hand is foul and must be abandoned, but he keeps any trick he has won.

Any irregularities in play, such as leads out of turn, reneging against the rules, revoking, or exposing a card after any player has won two tricks, will prevent the player in error from winning the current pool, although he will be compelled to contribute to it until it is won.

STOPS

THERE are two principal varieties of many games which are known as "stops," one with a layout, and one without it.

The simplest form of stops is for any number of players, using a pack of 52 cards. Each player has a number of counters, putting one in the pool. The lowest cut deals, and ace is low. The cards are dealt one at a time until exhausted, even if some players have more than others.

Eldest hand leads any card he pleases, and the one on his left must play in sequence and suit above it, the 7 of hearts on the 6, for instance, or forfeit a counter to the pool. Only one card is played at a time, and the sequence is continued through the K to the A, 2, etc., until the suit is exhausted.

The one who plays the last card of the suit can start any other suit he pleases, and the first to get rid of all his cards wins the pool, and gets a counter from each of the others for each card they hold.

Fan Tan

Any number can play and the fifty-two cards are dealt round as far as they will go. Eldest hand may sell his privilege of playing the first card, and must be paid in counters.

Whoever plays first lays down a card, and the player on his left must lay down beside it the next lower card of the same suit, or a card of the same denomination in another suit. If the J of hearts is laid, the ten of hearts or another J must be played, or a counter forfeited to the pool, the play passing on to the left.

No one is allowed to play lower "set" cards until the higher ones are down. If the first card set is a 6, the 5's cannot be laid down until the 6's of the same suit are on the table.

Players build up on the first card set, going from J to Q K A 2 etc. They build down on the secondary cards, 9 on 10 etc. When a suit is exhausted, the last cards are laid across. As long as any person can play he is obliged to do so, but when he cannot play, he pays a counter to the pool. The first one to get rid of all his cards takes the whole pool.

Five or Nine, or Domino Whist

This is fan tan with the limitation that the first card set must be a 5 or a 9. If the eldest hand has neither of those cards, he passes, and pays a counter to the pool. As soon as a 5 or 9 is set, the following players must continue the sequence in the suit, either up or down, laying the card beside the set. If the set is a 5, and a 4 is laid beside it, each player in turn can play one card on either of the sets, up or down as he pleases; but as it starts, so it must continue.

When a player is unable or unwilling to continue either of the sequences on the table, he may start another sequence if he has a card of the same denomination as the first set. If this was a 9, he cannot start with a 5. If he cannot start a new sequence, he must continue the old if he can. Anyone who cannot play, puts a counter in the pool, and the first one to get rid of all his cards takes the entire pool and gets a counter from each player for every card still unplayed.

Boodle, or Newmarket

This is played with a layout, as follows, the cards being taken from another pack;—



The dealer names any number of counters from 4 to 10 and bets them on the layout as he pleases; all on one

card or distributed. Every player at the table must stake a similar amount, but may distribute his counters to suit himself.

The cards are thrown round and the first jack deals. The dealer, after placing his bets, distributes the cards one at a time until each has received a certain number, according to the number of players engaged, the rest remaining in the stock, as follows;

3	Players,	15	cards each,	7	in the stock.
4	"	12	"	4	"
5	"	9	"	7	"
6	"	8	"	4	"
7	"	7	"	3	"
8	"	6	"	4	"

The eldest hand selects any suit he pleases, but he must begin with the lowest card of it in his hand, laying it on the table. He continues to play upon this card as long as he has sequence and suit; 5 of spades on 4 of spades, for instance. As soon as he fails, he announces the card he fails on, "no nine." The player on his left then continues the sequence and suit if he can.

As several cards are left in the stock, they form "stops" which are discovered when no one at the table can carry on the sequence. This brings it back to the player who played the last card before the stop, and he can go on again, starting the same suit again, with the lowest card he has of it, or another suit.

If, in the course of play, the duplicate of any card in the layout is got rid of, the player takes all the counters on that card. If the card is not in play, or is not got rid of, the pool upon it remains until the next deal.

The moment any player gets rid of all his cards, the

play ceases, and he demands a counter for each card still held by every other player.

Spin, or Spinado

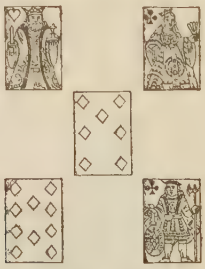
In this variation of boodle, the holder of the diamond ace is allowed to stop any sequence with it; but he must be in the lead at the time. Suppose hearts are run up to the J, and he holds heart Q and diamond A. He can, if he wishes, play the heart Q and then the diamond A, calling "spin," so as to prevent the play of the heart K by starting another sequence of his own or playing a pool card, if it is the lowest he holds of the suit.

Saratoga

This is boodle with the qualification that each player must bet an equal amount on each of the pool cards.

Pope Joan

In this variety of boodle, there are five cards taken from another pack for the layout, which is as follows;—



Each dealer in turn puts 1 counter on the 10; 2 on the J; 3 on the Q; 4 on the K; and 5 on the 7. The other players do not dress the layout.

The eldest hand begins and continues any sequence and suit he pleases, as in boodle; but he is not obliged to begin with the lowest card of it.

Duplicates of the cards in the layout must be got rid of in play to win the counters placed upon them by the dealer. As soon as any player gets rid of all his cards, the play stops, and all the unplayed cards are shown. The winner gets a counter for every card shown, and those who have failed to get rid of the duplicates of the cards in the layout must double the counters upon that card for the next pool. The next dealer dresses as before, and the pools increase until they are won.

THIRTY-ONE, OR SCHNAUTZ

ANY number of players, with 52 cards. After a pool is made up, anyone can deal the first hand, giving three cards to each player face down, and an extra hand to the table, three cards face up. Beginning with the eldest hand, each player in turn can draw one card from the table, leaving one of his own in its place, face up.

The object of the game is to get three cards of the same suit, the total pip value of which is 31; aces being worth 11, K, Q, and J, 10 each. If no one can get 31, three of a kind takes the pool, higher triplets beating lower, ace being high. If no one has triplets, the highest pip value shown in any one suit takes it.

The players continue to draw until some one is content and knocks, after which only one more draw is allowed, the knocker not drawing again. A player with a fair hand can knock to stop others from improving, if he thinks he is strong enough to win the pool.

THREE-CARD MONTE

THE banker takes three cards, two red and one black; usually the red aces and the ace of spades. The cards are slightly bent lengthwise, so as to be easily picked up by the ends. They are placed on the table face down and separated. The one that is the black ace is distinctly shown, and then the banker shifts the cards about face down in such a manner as to confuse the players so that they cannot tell which is the black ace when the cards come to rest again. For this purpose a few skilful passes are usually sufficient.

If the banker pays 2 for 1, as he should do, it is a perfectly fair game; but if he pays even money only, the player is betting 2 to 1 against himself.

VINGT-ET-UN

Or Twenty-One

ANY number of players; 52 cards, dealt round for the first ace to take the bank. A betting limit is usually agreed upon. Each player except the banker puts up a certain amount in front of him, and the banker then deals to each a card, face down, and one to himself. The players look at this first card and increase their bets if they wish. The banker, after seeing his card, can call upon all the players to double the amount of their bets. If any refuse, he takes what they have already put up. A second card is then dealt to every player at the table, including the banker, also face down.

The object is to get 21, or as near to it as possible without passing it. The K Q J count 10 each, and the ace may be reckoned as 1 or as 11, at the option of the player. Other cards retain their pip value.

If any player finds exactly 21 in the two cards dealt to him, he shows it at once, and claims a "natural." The banker must then pay him double what he has staked, unless he also holds a natural, when it is a stand-off, and is called "paying in cards." If the banker is the only one that holds a natural, all the players pay him twice what they have staked.

If no one has a natural, the banker asks each player in turn if he wants another card or cards. If the player stands on the two cards first dealt him, he says so. If he draws cards, they are given to him one at a time, face up. If the first is not enough, he may take a second, and if that is not enough, another; but if the total pips on the two cards he has face down and those face up go beyond 21, he is "burst," and must pass his stake over to the banker. If he does not burst, he knocks on the table to show that he has drawn as far as he wants to. It is usual to stand at 17; but to draw with 16 or less, not forgetting that an ace may be 1 or 11, at pleasure.

After each player in turn is disposed of in this way, the banker turns his two cards face up, so that all may see what he had and what he draws. If he bursts, he must pay all who can show that they have not passed 21. If he stands at any number, he must pay all who are nearer 21 than he, and he wins from all who are not so many as he. Ties are a stand-off.

Twenty-one made by drawing is not a natural.

If the first two cards dealt to any player but the banker are a pair, he may divide them if he likes, and draw to each, but he must bet an equal amount on each.

It is usual to pass the bank to any player showing a natural when the dealer has none to offset it. Sometimes it is agreed to let each be the banker for a certain number of deals, or until the banker has won or lost a fixed amount. The modern practice is for each player in turn to the left to deal one hand, and be the banker.

Macao

In this variation of vingt-et-un, the K Q J and 10 count for nothing, and 9 is the number to be approached, instead of 21. There are three naturals: Any player holding 9 in the first two cards dealt him, wins 3 times his stake. If he shows 8, he wins double. If he shows 7, he wins even money. Ties stand off. If not naturals are shown, the players draw until they stand or burst.

Quinze

This is vingt-et-un for two players, and 15 is a natural, instead of 21. The K Q J are worth 10 each. The play is for an agreed and equal amount each deal. The dealer gives one card to his adversary and one to himself, and the non-dealer may stand upon his card or draw to it. The dealer stands or draws in his turn, and one nearer 15 wins. If it is a tie, or if both pass 15, the stakes are doubled and the deal passes. Each deals in turn, and there are no naturals.

VINT

[BNHTb] Bridge Without a Dummy

FOUR players, 52 cards, which rank, A K Q J 10 9 8 7 6 5 4 3 2. The players cut for partners and deal, the two lowest pairing against the two highest, and the lowest cut having the choice of seats and cards, and the first deal. In cutting, ace is low.

The dealer gives thirteen cards to each player, one at a time. No trump is turned.

Each player in turn, beginning with the dealer, may pass or propose to win 7 tricks out of the 13 with a certain named suit for trumps, or with no trumps at all. There is no "book" in vint, as every trick counts in the actual play.

These propositions outrank one another in the order of spades, clubs, diamonds, hearts, and no-trumps, spades being the lowest. A bid of seven tricks is usually called a "simple" game, or it may be announced as "one in diamonds," or "one in no-trumps," meaning one odd trick only. It should be observed that although the book, or first six tricks, is not noticed as it is in whist or bridge, the bidding is carried on as if it were; because "two in hearts" means two by cards, or eight tricks.

Each player in turn to the left can overbid by offering a simple game in a higher suit. After the simple game, come bids for a greater number of tricks. Two in spades will outbid a simple in no-trumps. Two in clubs outbids two in spades, and so on. The highest possible bid is seven at no-trumps. If a player is overbid, he can bid higher in his turn, and partners can outbid each other.

The player on the left of the successful bidder always leads for the first trick, and each player to the left must follow suit if he can, the winner of one trick leading for the next, and so on. There is no dummy hand in vint.

The scoring is according to the number of tricks bid; but it is this number, and not the suit, that fixes the valuation. In this respect vint differs from bridge. The number of times that this unit of valuation shall be scored is fixed by the number of tricks taken in, counting every one of them, without taking any notice of the "book." Every trick taken;

In a bid of "simple," is worth,	10
In a bid of "two," is worth,	20
In a bid of "three," is worth,	30
In a bid of "four," is worth,	40
In a bid of "five," is worth,	50
In a bid of "six," is worth,	60
In a bid of "seven," is worth,	70

Both sides score, so that if the proposer of a simple game in hearts, with his partner's assistance, wins eight tricks, although he bid only seven, he would score them at the value of 10 each, because that was his bid. This would give him 80, and his adversaries, who won 5 tricks, would score 50.

These scores are entered on a bridge pad, below the line, and the partners who first reach 500 are game, although they may make more than 500, because they play out the hand on which they go game, to get all they can on it.

In case both sides approach 500, the first to reach it are the winners of that game, regardless of the declaring side. This should be noted, because it is contrary to the spirit of all other bidding games. Suppose the score

stands, A–B 460; Y–Z 440; Z being the successful bidder, and the game being "two in diamonds." The tricks are worth 20 each, and if A and B win two tricks before Y and Z get three, A and B win the game, even if they never took another trick; but the hand is played out in order to see whether or not the bid is made good, and also to score all possible.

For winning a game, 1,000 points is added, above the line, in the honor column. The side that first wins two games adds 2,000 points for the rubber.

The partners then change, without any cutting, as the party is not finished until every player at the table has had each of the others for a partner once. This makes it necessary to play three consecutive rubbers.

If a little slam, 12 out of the 13 tricks, is made; but has not been declared in advance by a bid of "six," it is worth 1,000 points above the line. A grand slam, 13 tricks, but not announced by a bid of "seven," is worth 2,000 points. If six is bid and made, 5,000 points are added to the usual 1,000 for the little slam, making it worth 6,000. If six is bid, and grand slam is made, it is worth 7,000. If seven is bid and made, it adds 10,000 to the 2,000 that grand slam is worth, making it 12,000.

If the declaring side fails to make good its bid, the other side scores penalties above the line, in the honor column. These penalties are just 100 times the value of the tricks; so that if the successful bid was "two in diamonds," the tricks would be worth 20 each, and if the bidders failed to get eight tricks their adversaries would score 100 times 20, or 2,000 points, above the line, for every trick by which the bid failed. A bid of "four at no-trumps" failing by 3 tricks, for instance, would cost the declaring side 12,000 points penalty above

the line; besides which their adversaries would score for 6 tricks actually won at 40 each; 240 points below the line, counting toward game. At the same time, the bidders would score below the line for the tricks they have made, $7 \times 40 = 280$, although they did not make good. The penalty they pay for failure is all above the line. In this respect again, vint differs from all other bidding games, in which it is the rule for the bidder, if unsuccessful, to score nothing.

All honors are scored above the line, with the penalties, and count nothing toward winning the game, although they materially affect the ultimate value of the rubber.

The honors are the A K Q J 10 of the trump suit and also the four aces. When there are no-trumps, the four aces are the only honors. Observe that when there is a trump suit, the trump ace counts twice over; as an honor and as an ace.

Each of these honors is worth 10 times as much as a trick, so that their value varies with the declaration. If the game is three in hearts, the tricks being worth 30 each, each honor will be worth 300. The rules for scoring honors are rather complicated, because of the various ways in which they may be held.

The side that has the majority of *both* aces and honors scores for *all* they hold; not for the difference. Suppose Y–Z have 3 honors in hearts and 3 aces. A–B, having only 2 honors in hearts and 1 ace, Y–Z have the majority of both; so Y–Z score for all six honors held by them, the value depending on how many tricks the bid was.

If aces and honors are so divided that one side has the majority of one, the other side the other; the one is set off against the other. Suppose A–B hold 4 aces, and 2 honors in clubs; against Y–Z's 3 honors. The

majority of Y–Z's honors is deducted from A–B's aces, and A–B score 1 only. Again; A–B have 2 honors and 3 aces; Y–Z holding 3 honors and 1 ace. Neither scores; because the 3 honors offset the 3 aces.

If each side holds 2 aces, only the side that wins the majority of the tricks can score them. Suppose A–B have 3 honors and 2 aces; Y–Z 2 honors and 2 aces. If A–B win the majority of the tricks, they score 5; but if Y–Z win the majority of the tricks, A–B score 1 only; because their aces do not count and they have a majority of only 1 in honors.

At no-trump, the value of each ace is 25 times the value of a trick. If the game is "two at no-trump," the tricks are worth 20 each, and aces are worth 25 times 20, or 500 each. If aces are easy, neither side scores. If not, the side having the majority scores for every ace it holds.

Sequences of not less than three cards headed by an ace, in any suit, are called "coronets," if they are held in the hand of a single player, no matter what the declaration may be; trumps or no-trumps. Three or four aces in one hand is also a coronet.

When there is a declared trump, the A K Q of a plain suit, or 3 aces, are worth 500. Each additional card in the sequence adds 500, so that a sequence from the A to the 7 in a plain suit would count 3000.

In the trump suit itself, or in all suits when there are no trumps, these sequences are worth double, the A K Q being worth 1,000; so that a sequence from the A to the 9 in a trump suit, or in any suit in a no-trumper, would be worth 4,000 points.

The laws for all irregularities in the game are almost identical with those for whist and bridge, except, of course, that there is no dummy to legislate for.

WHIST

FOUR players, 52 cards, which rank, A K Q J 10 9 8 7 6 5 4 3 2. The ace is highest in play; but lowest in cutting. The players cut for partners, the two lowest playing against the two highest. The lowest cut has the choice of seats and cards and deals the first hand.

Thirteen cards are given to each player, one at a time, and the last is turned up for the trump. This belongs to the dealer. The object is to win tricks, each above six counting one for the partners gaining it. The first six are called a "book" and do not count. One more is called the odd trick; two more, two by cards, and so on. All thirteen is a slam.

Eldest hand always leads for the first trick, any card he pleases, and the others must follow suit if they can. The highest card played, if of the suit led, wins the trick, and trumps win all other suits.

Seven points is game, or a rubber may be the best of three games of five points each. If the first two games are won by the same partners, the third is not played. When the seven-point game is played, it is usual to play the hand out, the winners counting all they make, even beyond seven points, and the losers' score being deducted, the difference being the value of the game.

Prussian Whist

In this, the trump is cut from the still pack, instead of turning up the last card.

English Whist

In England, they still score honors in straight whist, and the value of the rubber is settled in a different way.

The honors are the A K Q J of the trump suit. If one side holds all four, they score 4 points toward game, provided that they are not 4 up when the hand is dealt, game being 5 points. If either side holds three honors, it scores 2 points, also provided that the side is not at the score of 4. When honors are easy, neither scores them.

Rubbers are always played in England, and the games have a differing value, according to the score of the losers. If one side goes out before the adversaries have scored a point, it is a triple game, and is marked up as 3. If the losers are not more than 1 or 2 up, it is a double game, and is marked up as 2. If the losers are 3 or 4, it is a single, marked up as 1. The side that first wins two games adds 2 points for so doing. It is therefore possible to win a rubber of 8 points, called a "bumper," by winning two triple games in succession.

If three games have been played, the points made by the losers must be deducted from those made by the winners. Suppose A–B win a triple and a single to Y–Z's double. The total score of A–B, after adding their 2 rubber points will be 6; while Y–Z will have 2 to deduct, leaving the value of the rubber at 4.

Dummy

Whist for three players, one of whom has his dummy partner's cards exposed face up on the table before a card is led. Dummy always deals the first hand, and if one player takes dummy all the time he should concede

one point in seven to his adversaries. It is more usual for each to take dummy in turn for a game. Dummy cannot revoke.

Double Dummy

Whist for two players, each having his dummy partner's cards exposed face up on the table. One of the dummies deals the first hand. Dummies cannot revoke.

Bid Whist

Thirteen cards are dealt to each of the four players, one at a time face down, but no trump is turned. The eldest hand bids first, naming the number of points he will win in tricks and honors if he is allowed to make the trump. The dealer's partner then bids, and so on round and round until no one will bid higher.

The highest bidder leads for the first trick, after he has named the trump suit, and there are 17 points to be played for in each deal, 13 for tricks and 4 for honors. The honors count to the side that wins them in tricks, not to the original holders. It should be understood before play begins whether the bids name the total tricks to be won, or only those over the book.

Domino Hearts

This is an addition to the variations described on page 243. Three to seven persons may play, but four or five makes the best number, using a 52-card pack without a joker. Six cards are dealt to each player, one at a time, the remainder of the pack remaining on the table, face down, for a stock.

The eldest hand leads any card he pleases, each player in turn to the left following suit if he can. If he cannot follow suit, he must draw cards from the top of the stock, one at a time, until he can follow suit or until the stock is exhausted. Having none of the suit and no stock to draw from, he may discard anything he pleases.

As soon as a player has no cards left, he retires from the play for that deal. If a player wins a trick with his last card, the one on his left leads for the next trick. If only one player has any cards left while there are still cards in the stock, he must take the remainder of the stock as if it belonged to the last trick. If all the active players get rid of their cards on the last trick, the last player to that trick takes the remainder of the stock, whether he wins the trick or not. The hearts taken in by each player are then counted up and paid for as in the ordinary game.

Joker Hearts

In this variety of the game, the joker is substituted for the deuce of hearts, but it ranks between the jack and the ten and will win any trick on which it is played, regardless of the suit led, unless there is a higher heart played to the same trick. The holder of the joker must follow suit to hearts if they are led, but he need not follow suit to anything else if he prefers to play the joker. This gives him a chance to get rid of it by discarding on a trick which already contains some heart as high as the jack.

The joker counts for five hearts in the score. If the player to whom it is dealt takes it in, he puts 5 in the pool; but if he gets rid of it, he wins the 5 counters from the player who gets the joker.

Grand

This is a combination of hearts, whist and euchre. Four players, two against two as partners, with a full pack of fifty-two cards. The deal goes to the left in regular order, but the highest bidder always leads for the first trick. The cards are dealt one at a time until each has thirteen, but no trump is turned. A misdeal does not lose the deal.

The game is 100 points, but it is better to agree upon a quitting time, in case no one reaches 100, so that the highest score may win. All bids are multiples of five, the eldest hand having the first say to bid or pass. If three players pass, the dealer must bid five and play something, otherwise the highest bidder names his game.

If the game is whist, each trick over the book is worth 5, grand slam 30 extra. The honors have no value. If the game is euchre, each player discards down to five cards, keeping no trump lower than the eight. The point is worth 5, four tricks 10 and a march 20. If the highest bidder plays alone, he can ask for his partner's best; but he need not do so if he has bid 25. If he has bid 20 and wishes to play alone he must ask for his partner's best and allow his opponents the same privilege.

Hearts are usually declared as a safety bid. When the dealer is 70 or more, the eldest hand may declare hearts without any bidding, and that is final. He simply leads a card and says, "This is hearts." This safety play can never be made when the dealer is less than 70, and only by the eldest hand.

If neither the eldest hand nor his partner takes in a heart, they score 50 and the dealer goes back 13. If both sides take hearts, they both go back for the number taken. If the dealer's side takes no hearts, he scores the 50 and sets the other side the 13. The highest bidder can name

hearts as the game at any time if he has bid 50 or less, as 50 can be made; but in such cases they go back 50 if they take in a single heart, and 1 extra for each heart taken.

If the game is grand, it is whist without a trump, each trick over the book being worth 9, grand slam 40, so that 103 can be scored in one hand. A grand slam wins the game at once, even if the player is in the hole when he declares his game.

In all games, the bidder scores what he makes, even if it is more than he bid. He might make four by cards at grand, worth 36, on a bid of 5 only. When he fails to make as many as he bids, he is set back the amount of the bid and pays the opponents for the tricks they have won. Suppose he names whist, clubs trumps, on a bid of 15, and wins only two odd. He is set back 15, but has nothing more to pay, as his opponents did not get any tricks over the book that would count. Had they won two odd, the bidder would have had to pay them 10 points, in addition to being set back 15.

In grands the penalty for lost contracts is double. A bid of 20 takes three by cards to cover it. If the opponents won the odd trick, they would score 9 for it and would set the bidder back 20 for his bid and 9 for the trick he lost.

In euchre, the bidder's loss is what he might have made, which is always a march, or 20. Suppose he bids 10, and names euchre as his game, hearts trumps. If he wins the point only, he goes back 10 and the possible march, 20; 30 in all. On a lone hand, if he fails, he goes back the 25 he bids and the 25 he should have made.

All setbacks must be marked on the score sheet with a cross, so that they may be counted up at the end of the play, the side with the greater number of setbacks losing

10 points for each of the difference. Suppose A is 55 and 11 setbacks, to B's 70 and 8 setbacks. The lower score pays what it is short of 100, so A owes 45, and 30 for three extra setbacks. Suppose that B's score had been 70 points and 11 setbacks, to A's 55 and 8 setbacks, then A would have had 60 less to pay, the 30 coming off his 45, leaving him only 15, as he had less setbacks than B.

Hasenpfeffer

Four players, two against two, with a pack of 25 cards, the nine being the lowest and the joker highest. The jack of trumps is the next best to the joker and then the jack of the same color, then A K Q 10 9.

Six cards to each player, three at a time, the last card remaining unseen on the table, face down. Eldest hand bids first and each player to his left has one bid only, naming the number of tricks he will win if allowed to select the trump. The highest bidder names the trump and leads for the first trick. Each trick counts a point and 10 points is game. If the bidder fails, he is set back the amount of his bid.

I Doubt It

Fifty-two cards are dealt to any number of players, one at a time, as far as they will go equally. The remainder of the pack is left on the table face down. Eldest hand starts the play by laying on the table in front of him, face down, any three cards from his own hand that he pleases, saying, "These are three kings," or any denomination he likes to name. Each player in turn to the left can then say, "I doubt it," or can pass without any remark.

If any player doubts it, the three cards are turned face up. If the statement is not correct, the player who made it must not only take the three cards back into his hand, but must take all the cards on the table at the time. If the statement is correct, the one who doubted it must take the three kings and all the cards then on the table.

The next player to the left then lays out three cards and asserts that they are something or other, always three of a kind. When a player has not three cards left, he must take from the table enough to make three. If there are none on the table he must pass his turn to make a statement, and wait until it comes round to him again.

If no one doubts a statement, the three cards are not shown, but are left on the table face down, nothing being said as to whether the statement was correct or not. The first player to get rid of all his cards gets a chip from each of the others for every card they have on hand.

Nada

Four players, pairing two against two, with a full pack of 52 cards. All the preliminaries are the same as for bridge. The object of the game is always to lose tricks; never to win them. Eldest hand makes the first bid and then each in turn until three pass. Bids are to lose 7, 8, 9 or 10 tricks. If a player thinks he can lose 11, he bids Nil; if he can lose 12 tricks he bids grand nil, and to lose all 13, he bids nada. In nils and nada the bidder plays alone against two adversaries, but his partner's cards are laid on the table, face up, so that all may see what cards are in that hand, none of them being played. In all bids of 10 or less, the cards from the

dummy hand are played to the tricks in turn, the dummy laying down his cards as soon as the eldest hand leads.

If nothing is said to the contrary, every hand is a no-trumper, but each bidder in turn may give his adversary a chance to name a trump suit by barring one himself. This is a feature to be found in no other game of cards. Suppose A deals and says, "To lose seven, bar hearts." The next player to the left instead of making a higher bid may say, "We will have clubs for trumps." The dealer's partner may now pass, or bid higher, and if he bids higher he may bar another suit, but he cannot bar the clubs or any other suit unless he makes a higher bid at the same time.

No player can make a bid and name a trump suit, nor can he name a trump suit unless one has been barred by the last bid made, but a suit once barred remains barred for that deal. Nils and nadas are always no-trumpers, and unless a trump suit is barred and another named on the final bid, every hand is a no-trumper. When a player bids "seven, bar hearts," he means that he will undertake to lose seven tricks out of the thirteen at no-trumps, or against any suit the adversaries may name as trumps, except hearts. The barred suit is used as a hint to the partner, and usually shows a long safe suit, such as A K 6 5 3 2. At no trumps, this will lose all six tricks in hearts; but as a trump it might win four or five.

The player to the left of the highest bidder always leads for the first trick, any card he pleases. Players must follow suit if they can. Failing the suit led, they may either trump, if there is a trump, or discard.

If the bidder fulfils his contract, he scores 10 toward game for a bid of 7; 20 for a bid of 8; 30 for 9, and 40 for 10. He gets 50 for nil if he makes it, 75 for grand

nil and 100 for nada; but he cannot score more than his bid calls for, no matter what he makes. This is to force players to bid the full value of their hands.

The game is 100 points, which can be won only on fulfilled contracts; never on penalties. A bonus of 100 is added for each game won, and if rubbers are played the side first winning two games wins the rubber.

If the bidder fails to make good his contract, neither side scores anything toward game, but the adversaries score above the line as penalty the value of the lost bid and 10 points extra for every trick by which they defeat it. A player bidding nil and being forced to win five tricks would lose 80; as he undertook to win two tricks only and his game was worth 50. Penalty scores affect the final value of the game or rubber.

If either adversary of the bidder lead out of turn, it loses the game at once. There is no penalty against bidder or dummy for a lead out of turn, and it cannot be taken back if all four play to the trick. If the second hand has played to the false lead, the bidder cannot take it back, but the other adversary may ask for it to be corrected.

Norwegian Whist

Four players, two against two as partners, with the full pack of 52 cards, which rank from the A K Q down to the deuce. Deal thirteen cards to each player, one at a time. No trump is turned, as every hand is a no-trumper. It is a misdeal if a card is exposed, or a wrong number dealt to any player. A misdeal does not lose the deal.

There are two games; to win tricks and to lose them, and the first bid made settles which shall be played. In grands the play is to win; in nullos to lose. Player to

the left of the dealer bids first. If he passes, next in turn to the left. If all pass, the hand is a nullo. A bid out of turn forfeits 20 points, and loses the bid for that deal.

In grands the player to the RIGHT of the bidder leads first, any card he pleases. In nullos the player to his left leads first. If all have passed the bid, player to the left of the dealer leads.

The game is 50 points, each trick over six being worth 4 in grands, 2 in nullos. These count for the player in grands and against him in nullos. If the bidder fails to get the odd trick in a grand, each trick over the book taken by his adversaries counts double for them. In nullos the value is always 2 points.

The revoke penalty is to give up three tricks in grands and to take three tricks in nullos, if the other side have so many. If not, to take what they have.

Nullo 500

In addition to the regular game of 500, described on page 232, there is a variation in which the players may bid nullo, undertaking to play alone, even in a partnership game, and not to win a trick. The value of the bid is 250, and ranks between 8 spades and 8 clubs in the Avondale schedule, and is higher than 9 spades or 8 hearts, 7 diamonds or no-trumps in the ordinary schedule, given on page 233.

If the bidder fails, he is set back the 250 and his opponents get 10 points for each trick they make him take. As the joker is always high it must take any trick on which it is played, but if led, any suit may be discarded on it, the leader having no right to call a suit in nullos.

Patience Poker

This is either a solitaire or a game for two or more. Each player has his own pack of cards. When two or more play, one is elected as the "caller." He shuffles his pack thoroughly and the player on his right cuts it. The other players sort their packs into sequence and suit.

The caller turns up the top card of his pack and announces, "Ten of diamonds," or whatever it is. Each of the others picks out the card and lays it on the table face up. The caller takes the next card, "Five of spades," and lays it on the table in such a manner that it touches one of the four corners or four edges of the ten of diamonds. Each of the other players must lay the card so that it touches, but each selects his own position for it, regardless of the others.

The third card is called and must touch one of the two already on the table at a corner or edge, and so on until twenty-five cards have been called and laid down, each player making his own pattern. As soon as there are enough cards in a line horizontally or vertically to make five in a row, that fixes the limit of the tableau in that direction, and as no card once laid down can be changed again, the other rows must conform to the first one formed, even if it has nothing in it but the two end cards. When the tableau is complete it must have five cards each way, forming a square.

The object of the game is to group the cards in such a manner that the tableau when complete shall present ten poker hands, five up and down and five from side to side. The value of the hands as they finally appear counts to the player as follows:

One pair	1	Straight	9
Two pairs	2	Full house	12
Flush	5	4 of a kind	20
3 of a kind	7	Straight flush	30

Thus a player who had so grouped his cards as to show four flushes, two straights, two triplets, one full house and one four of a kind in his ten hands, would score 84.

When several play, the highest score wins. When one plays as a solitaire, the object is to get as near 100 as possible, or to see how many can be made in five trials.

Rum

This is an expansion of conquian, described on page 192, so as to make it available for a larger number of players. For four or five players, each for himself, two packs of 52 cards and two jokers are shuffled together and used as one. Ten cards are dealt to each player, one at a time, and the next card is turned face up on the table for a starter, the remainder of the pack being left face down. If any card is found faced in the pack or a wrong number given to any player the same dealer must deal again.

The player to the left of the dealer begins, and may take either the card exposed on the table beside the stock or the top card of the stock itself, but he must take one or the other. If he takes the stock card, he puts it into his hand without showing it. Before discarding a card in place of the one taken, he may lay out any combination of three or more in sequence and suit, or any three or more of a kind. The ace may go below the deuce or above the king, but it will not make a round-the-corner straight such as K A 2. The discard,

is always placed face up beside the stock, covering the card already there, if any.

The joker may be anything the holder chooses to call it. If it is placed at the open end of a sequence it may be moved once to the other end, but it cannot be moved a second time. No player is obliged to lay down any cards unless he wishes to do so, but once a combination is laid down any one at the table may add cards to it, one or more at a time. There is no limit to the number of cards or combinations that may be laid down at one time.

As all cards discarded must be left face up beside the stock, the next player to the left has a chance to take the discard, but after he has played, it is covered by his discard and cannot be taken again by any player. The first player to get rid of all his cards wins the game and the others pay him according to the number of pips left on the cards in their hands, aces being worth 11 each, court cards 10 and all others their face value.

In case no one gets rid of his cards until the stock is exhausted, the discards are simply turned face down and drawn from as if they were the stock, the last card discarded being left face up, so as to give the next player the usual choice of two cards.

This game is sometimes played with one pack and without a joker. When there are only three players, seven cards are given to each. It is sometimes agreed to play "splashes," giving a bonus of 20 points from each player to the one that can lay down his whole hand at one time. This makes the game a gamble to hold on as long as possible in the hope of getting paid for a splash and collecting a large amount from others that have held all their cards.

Rum Poker

In this form of the game, each player continues to draw and discard until he has 15 points or less in his deadwood. He then has the privilege of laying down his entire hand, showing the combinations he can make and counting the pips that are left which do not connect with anything. Suppose he holds three kings and a run of four hearts, his odd cards being a six, trey and deuce of various suits. This deadwood counts eleven. When he lays down his hand, each player at the table in turn to his left shows his hand and after laying aside whatever combinations are in it, pays the winner the difference between his deadwood and the winner's.

Suppose a player to be caught with nothing but a sequence of four clubs, his dead cards counting 32. He would owe the winner 21 points. It sometimes happens that when a player lays down it is found that another has a point or two less in his deadwood, in which case that player is the one to be paid. This often happens when a player with just less than 15 is holding on to reduce his own deadwood before collecting the difference.

Gin, or Gin Poker

This variation of Rum Poker is usually confined to two players, with a full pack but no joker. Ten cards are dealt to each and the next turned up, the stock remaining on the table face down. Each player in turn draws a card from the stock or takes the card that is face up, and then discards one in its place, face up, so as to reduce his hand to ten.

The object of the game is to get sequences of three or more in suit, such as 5 6 7 of hearts, or three or four of a kind, such as four tens. All cards that do not form any of these combinations in the player's hand are deadwood, and the object is to reduce the pip value of this deadwood to 10 or less.

As soon as the deadwood is 10 points or less, the player may call for a showdown, naming the number of points in his deadwood. Suppose he holds the 5 6 7 of hearts and four tens, his three odd cards being two deuces and an ace. Immediately after drawing and discarding he announces, "Five shy," and shows his hand, laying the combinations aside.

The other player or players then show their hands, laying aside any combinations already formed, and they must pay the difference between the pips in their deadwood and that of the player who calls. The opponents of the caller have the right, however, to add to his combinations any odd cards they happen to hold that will fit.

Suppose the caller's opponent had three kings, the 6 7 8 9 of clubs, two eights and an ace. His deadwood is 17, but if one of his eights should be the heart, he could add it to the caller's heart sequence, and reduce his own deadwood to 9. It sometimes happens that after the opponent has added to the caller's layout in this manner, he will have less deadwood than the caller himself, in which case he must be paid. Not only that, but he gets ten points penalty from the caller.

In the same way, if any player has a smaller number of points than the caller when the showdown is demanded, he is the winner and the actual caller is penalized ten points. If the player who calls has more than ten in his deadwood, he must take his cards up again and forfeits five points. The game is usually 100 up.

Sir Garnet

This is a variation of Nap, described on page 261. An extra hand or widow of five cards is dealt, the dealer serving it just before dealing to himself in each round. Any player in turn can take the widow, add it to his own cards and from the ten select five with which to play, discarding the others without showing them. He is then obliged to play nap and if he fails he loses double.

Solitaire Cribbage

This is a variety of the game described on page 194, and is for one player only, or for two persons to see which can reach the game hole first, each having his own pack of cards and scoring what he makes independently of the other.

When two play, each shuffles a pack, cuts it and then exchanges with his adversary. Each of them deals three cards for his own hand, two for his crib and then three to himself again. From the six he picks out two to complete his crib, cuts a starter in the usual way, and then counts the two hands, there being no play. The player who cuts the lower card for his starter has the first count for both hand and crib.

The hands and cribs pegged, the eight cards are thrown aside and another hand and crib dealt, the first card of the new hand being the starter of the last hands. As eight cards are used each deal, there will be six rounds and four cards left. If the game hole is not reached before these four cards are all that is left, they are turned up and counted as a hand without a starter, and then the player nearer the game hole wins.

Red Dog

This is a round game, for any number of players, two to eight, using a full pack of 52 cards, which rank from the A K Q down to the 2. Players may cut for seats and first deal, the lowest having the choice. Counters of agreed value are necessary.

Before the deal each player contributes a counter to the pool, and as soon as the pool is won, each again puts in a counter to form a new pool. Five cards are then dealt to each player, one at a time, the remainder of the pack being left on the table face down, to be drawn from. This is called the stock.

The player on the dealer's left begins by looking at his hand and offering to bet any amount not exceeding the number of counters in the pool at the time, that he can show a card of the same suit as the one on the top of the stock, but of higher rank. This bet is against the pool, not against other players. As soon as he puts up his bet, the dealer turns up the top card.

The bettor shows only one card. If he loses, his bet goes into the pool, his hand and the turned card go into the discard, and the next player to the left has a chance to bet any amount that the pool can pay him. If the bet is not as much as there is in the pool, but wins, the remainder of the pool stays for the next player to bet against. If any player in his turn refuses to bet, his hand is dead, and he pays a counter to the pool as a forfeit. When all the players have had their chance to bet, including the dealer, the cards are gathered and shuffled for a new deal by the player on the left of the last dealer. Any chips remaining in the pool are added to by the contributions of a counter from each player on the new deal.

RUSSIAN BANK

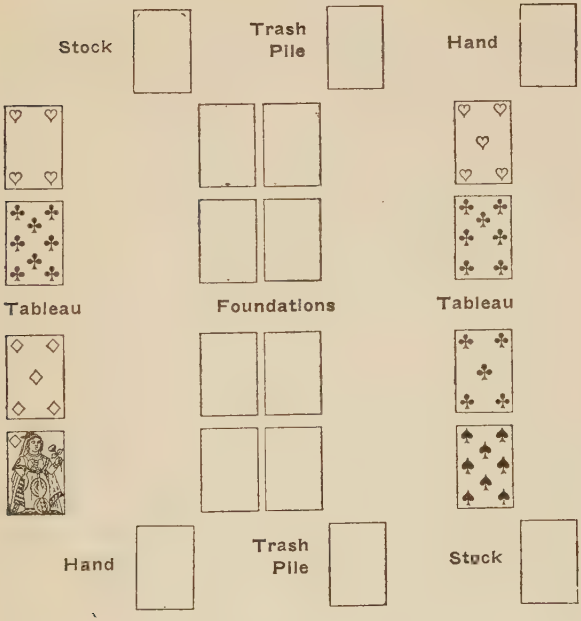
Two players, each with a full pack of 52 cards, which they shuffle and then exchange. Choice of packs and seats may be cut for, the lower cut making the first play. The cards rank from the A 2 3 up to the J Q K, the suits having no rank.

Each player deals off 12 cards from the top of his own pack, in a pile to his right, all face down. This is his "stock." He then deals 4 cards, all face up, in a line toward his opponent, but to his own right. There must be space enough left between these two vertical rows of cards for at least two more rows to lie between them later. These 8 cards are called the "tableau." Each player lays his remaining 36 cards on the table, face down, to his left. This is known as his "hand." See illustration on page 403.

The player who cut the lower card at the beginning now makes the first play by removing any aces that appear in the tableau and placing them between the two rows. Any cards which are face up in the tableau must then be built upon these aces, in sequence and suit, and cannot be taken back. These are the "foundations." Any card touched which will not go on the foundation, when another card would have done so, allows the adversary to call "Stop."

When no further building on the foundations is possible at any time, the one who is playing may make as many changes as he pleases in the tableau by building in reverse sequence from that in the foundations, and also in alternate colors; such as a red 5 on a black 6. In making these changes, only the top card may be

Illustration for Russian Bank



used at a time, but any top card may be moved into any vacant space that occurs, so that if a 5 and 6 are wanted to build on a 7, the 5 must be placed elsewhere, to get at the 6, and the 5 can then be brought back.

A player is not obliged to make any changes in the tableau, and if he refuses to do so, or there are none to make, he turns up the top card from his stock, on his right. This must go on the foundations if it fits anywhere. If not, it may be played on the tableau anywhere it fits, or into a space if there is one. If the player refuses to fill a space, his adversary takes up the play, and the card is left face up on the stock.

If there is no space, and no opening in the tableau for the card on the stock, the player leaves it there and turns up the top card from his hand (the pile on his left). If this cannot be used either, it is laid face down between the hand and the stock and starts the player's trash pile, and the adversary takes up the play. If the card can be used, cards may be turned up from the hand as long as they can be played, and if the card on the stock can be used, the next card on the stock must be turned up, as it is important to get rid of the 12 stock cards as early as possible.

Once the stock pile has a card face up on it, and there is a card face up in the trash pile, it is the privilege of the adversary to build on those cards, if he wishes to do so, and the sequence may be up or down, but always in the same suit. Thus a 7 8 7 of spades might be played on an exposed 6 or 8 of spades. The opponent may take exposed cards to continue his own plays in the tableau, but no space can be filled from either player's trash pile. If a card is exposed that

fits anywhere on the foundations, it must be played before any other card is touched, or the opponent will call a stop and take up the play.

As soon as a player's stock is exhausted, he plays from his hand only, and when that is all turned over, he takes it up and turns it all face down again, going through it as before.

There is no penalty for making a false build in the tableau or on the foundations, but it must be corrected at once by the opponent, and the card taken back. Any card just taken from the hand or stock when a stop is called, must be put back where it came from. As there are sometimes more than twenty cards face up at one time, it is necessary to watch carefully for stops, as a stop may come just in time to prevent a player from running out.

The first player to get rid of all the cards in both stock and hand, no matter where he places them, wins the game. This scores 30 points. He adds to this 2 points for every card left in his opponent's stock pile, if any, and 1 for every card left in his hand or trash pile.

Single Pack Russian Bank

Two players use only one pack of 52 cards. The dealer gives each 26 cards, first 2 at a time and after that 3 at a time. The 26 cards are taken into the hand without looking at them, all face down. The non-dealer then lays out the four top cards from his hand, face up, in a row in front of him.

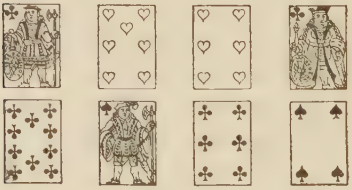
If he can build any of the four on any of the others, in the same suit, and in sequence either up or down, he may do so, filling up the spaces left by turning up cards from his hand. He continues until he can

make no further builds, leaving the last card turned as the foundation of his trash pile. The dealer now turns up four cards, laying them in a row, and may make any changes he can in the nine cards now in sight. When he cannot play, he leaves his last card as the beginning of his trash pile, upon which his opponent may play cards from his hand, but not from the tableau, as all cards built on the tableau must be there in one place or another.

Illustration for Russian Bank With One Pack



Opponent's Discard



Dealer's Discard



The player is allowed to move an entire build from one place in the tableau to another if it fits. Suppose one file shows the 8, 9, 10 of spades, and another the 4, 5, 6. If the 7 is drawn, it may be laid on the 8, and the 4, 5, 6 lifted as a unit and added to that sequence, instead of having to be shifted one card at a time, as in the two-pack game.

The chief object in this game is to make spaces, because when there is a space an entire sequence may be reversed by moving it one card at a time into the space. Suppose one file is Q, K, A, 2 of clubs (as the sequence can be continued round the corner), and another file is the 6, 5, 4 of clubs. The player turns the 3, but cannot play it on either file, as the 4 and 2 are on the bottom. If he gets a space, he should reverse the first file, making it 2, A, K, Q, and then reverse the second, making it 4, 5, 6. Now it is impossible for his opponent to play on either file, as he has not the 3, and if the player gets his 3 loose, he can join the two files and get another space. Memory of the cards you have in your trash pile is very important, as that pile will be turned face down and gone through again presently, and if files have been reversed ready for them it will be found a great advantage.

20-POINT MAH JONG

The three older forms of this game are now no longer played, the Chinese game being uninteresting to Americans, because of the small results, the short games, and the continual pulling down and rebuilding of the walls. The American variation of the Cleared-suit game was little better than drawing beans out of a bag, requiring no effort of the intellect. The One-double game, although a little better than Cleared-suits, left all the doubles but one to pure luck in the draw, the only double to be played for being the cleared suit, with the result that intelligent players soon tired of the game and abandoned it. The game now played is known as Twenty-Point, which retains all the best features of the original Chinese game, while introducing new elements that make 20-Point a highly intellectual pastime, full of interesting situations and variety. This is the game here described.

This is usually a game for four players, using a table at least 30 inches square, and about the height of a card table, preferably with a cloth top. The game requires a special set of "tiles," 144 in number, which are about the size of an ordinary domino.

The set is divided into six groups. The three principal groups are distinguished by their design, and their dominating colors.



Bamboos
Green



Dots
Blue



Characters
Red

Each of these three suits is made up of four duplicates of the numbers 1 to 9, making 36 tiles in each suit; 108 altogether. The 1s and 9s are known as "terminals" and in scoring are classed as "honor tiles." All those numbered from 2 to 8 inclusive are called "simples," as distinguished from honors.

There are 16 tiles in the group called "winds," the color of which is dark blue. They are marked with the four points of the compass, four of each wind, and correspond to the numbers from 1 to 4.



1 2 3 4

There are 12 tiles called "dragons," of three different colors, four duplicates of each, which are named after their color.



Red White Green

There are 8 special tiles called "flowers," four of each color, usually red and green. There is a red and a green flower of each of the numbers from 1 to 4, to correspond to the numbers of four winds. They are of many various designs, but always with the dominating color for each four.



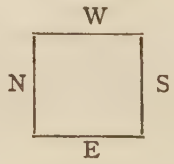
The Four Red Flowers



The Four Green Flowers

Terminals, winds, dragons, and flowers are all known as "honors," to distinguish them from the simples in the three more common suits when it comes to scoring. Honors are worth twice as much as simples, and the flowers have a special value of their own. There are sometimes four extra white tiles in the set. These are not used in play, but are supposed to be to replace tiles lost or broken. With the set there is a pair of ordinary dice. If they are Chinese dice, the blank face is the ace. It is usual to provide racks for holding the tiles at an angle at which they can be more easily seen by the player.

Each of the four players makes one cast of the two dice, and the highest throw is known as "East Wind" for the first game. The next highest sits on his right and is South, then West and North, reversing the usual order of the points of the compass.

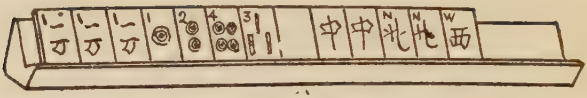


The entire 144 tiles are placed on the table, face down, and thoroughly shuffled by all the players. Each player then draws tiles at random and builds a wall in front of him 2 tiles high and 18 tiles long. The four walls are then pushed together to form a hollow square.

The player who is East then throws the two dice. Counting his own wall as No. 1, he goes round and round to the right until he comes to the number thrown. If he throws 2, 6, or 10, it will be the South wall. If he throws 3, 7, or 11, it will be the West wall. If he throws 4, 8, or 12, the North wall, and if he throws 5 or 9, his own wall.

The player whose wall is thrown takes the two dice and throws again; adds his throw to the number that was thrown by East for his wall, counts from right to left until he reaches the total of the two throws, and lifts the stack of two tiles on which the count ends, making an opening in the wall. He lays the bottom tile on the top of the wall to his right, nearer the opening; the other to the right of the first one. These are known as "loose tiles." If the count exceeds the limit of his wall, he goes on to the next wall on his left.

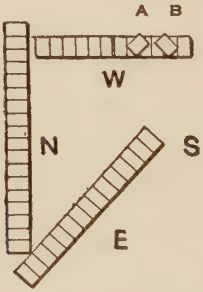
Beginning with East, each player in turn to the right, draws two stacks, or four tiles, from the open end of the wall, opposite that covered by the loose tiles, until each has 12. Then each draws 1, and finally East takes a 14th, the others having 13 each. These are all placed face up in the players' racks, sorted into suits.



Rack, with 13 sorted titles, ready to play

The Play

The open end of the wall is usually swung toward the centre of the table, so as to be within equal reach of all four players. If we suppose that East threw 10 and West 3, West will have lifted the 13th stack in his wall, and after all the tiles have been drawn for play, the remainder of the walls will have the appearance shown.



East begins by discarding any tile he pleases, thus reducing his hand to 13 tiles, like the others. Any player holding two of the same suit and denomination can call "pung" and take the discarded tile, laying it on the table in front of his rack and joining to it two tiles from his rack to complete a "set" of three tiles, such as a triplet of 7s of Bamboo, or of three South Winds. Then he discards a tile from his hand. As the play progresses, if three of a kind have been

"punged" the fourth cannot be taken from a discard; but if the fourth is drawn, it may be added to the three on the table. If three of a kind are in hand, the fourth may be taken from a discard, and the four of a kind shown. Whenever fours are shown, the player must be careful to draw a loose tile before he discards, or his hand is foul. The first loose tile to be taken will be the one marked "A" in the diagram. If both are taken, the next stack at that end of the wall is lifted to make two new loose tiles.

If no one pungs the discard, only the player immediately to the right of the discarder can use that discard to complete a sequence of three tiles in the same suit, such as the 4 5 6 of Dots. The three tiles must be left face upward on the table and form a set. Then the player discards a tile. In case of pungs, the players between the discard and the pung, if any, lose their turns, as the player to the right of the last discard always has the first say to it. If one player wants to discard for a pung, and another for a sequence, the pung takes it, unless it completes the hand and wins the game for the player who wants it for a sequence.

If the discard is not used, the player to the right of the discarder draws a tile from the open end of the wall and places it in his rack without showing it, discarding anything he likes to reduce his hand to 13 tiles again.

All sets that are formed from discards must be left on the table, in front of the player's rack, whether triplets or fours; but all sets that are formed in the hand by drawing from the wall are concealed until the final showdown. The only exception is that if the

player holds a concealed four of a kind, called a "kong," (which is Chinese for a four-legged bed) they must be shown, and the end tiles turned face down, this way:



This shows that although on the table, they will be scored as in hand, or concealed. If they are not shown, they count as a triplet only. A player is not obliged to lay down four of a kind if he hopes to use one of them later to complete a sequence. Suppose he holds the four 7s of Dots with an 8 of that suit. If he gets a 9 he can make a sequence of 7 8 9, and still have a set of three 7s. If he holds only three 7s, and one is discarded, he can pung it for a triplet only, keeping the fourth 7 in his hand. All sets grounded must be at least three tiles. Pairs must be kept in hand.

As soon as a player gets four sets completed, either on the table or in his hand, or some of each, he will find himself with an odd tile, which must be paired to complete his hand, unless he already has a pair. The moment he can show four sets and a pair, he announces Mah Jong, provided the total value of the sets and pair equal or exceed 20 points, as will be explained in the scoring. It is this condition that gives the game its name. No discards are made after the hand is complete, and the game ends.

A tile that completes the hand may be taken from the wall, or from any player's discard, whether it is

wanted for a sequence, a triplet, or a pair. If two players want it to complete their hands, the one nearer to the right of the discarder gets it.

The moment a hand is complete, if the player is sure it counts 20, exclusive of doubles, he calls "Mah Jong" and lays all his tiles on the table face up for inspection. Sets that were in hand are distinguished by laying one of the tiles on the top of the others. The hand is then counted, and if admitted to be correct, no false sets or miscounts, the winner is paid by each of the others and pays nobody.

Counters of four different colors are generally used for this purpose, the values being 10, 50, 100 and 500, each player having 5 of each of the lowest values, 7 of the 100s, and 8 of the 500s, giving him a capital of 5,000. As some of the hands run into large figures, it is usual to set a limit of 500 on the game, but as East wins or loses the double, his limit is 1,000.

As soon as the winner is paid, the others show their hands and announce what they have. It is not necessary for them to have 20. Then they pay or take the difference between their scores and those shown by the others. Suppose West wins, and East shows 42, called 40; South shows 66, called 70; North 30. East wins twice 10, or 20, from North, and pays South twice 30, or 60. South also wins 40 from North.

If East wins, he retains his position for the next game. If he does not win, his position passes to the right, and the one who was south becomes East. The other positions change to agree with this, but the players retain their seats. When the one who began as East becomes East again, the Dominating Wind changes from East to South, until it gets round to the

original East again, when it changes to West, and finally to North. The four tiles of the Dominating Wind have a special value as doublers. See score card on pages 417 and 418.

Scoring

The winner counts up and announces the value of his sets to show that he has 20 or more, and then proceeds to add 20 points for Mah Jong, or winning, after which he doubles the total as many times as he has doubles in his hand. The 20 points must be exclusive of any doubles or bonuses, such as for drawing the winning tile, or filling the only place in a sequence, or pair.

In 20-point, a sequence of three with a terminal in it is worth just as much as a triplet of terminals; a sequence without a terminal has the same value as a triplet of simples. Sequences are in sets of three tiles, but if they will join making six tiles, they take the value of the ends, according to whether they are terminals or not. A set of three on the table, 4 5 6, is an "open end sequence," worth 2 only. Add the 1 2 3 and it becomes a "closed" sequence of six tiles, worth 8, as it now has a terminal in it, the 1. A sequence of two "open" sets such as 2 3 4, 5 6 7, is worth 4 only, as it is all simples. In hand, these are worth double. For that reason it does not pay to join a 1 2 3 in hand, worth 8, to a set of 4 5 6 on the table, worth 2, because separately they are worth 10; joined 8 only. Each three tiles of a sequence is a set.

The scoring values of all combinations and doubles are as follows:

FOSTER'S

20-POINT MAH JONG SCORE CARD

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TRIPLETS and KONGS

	Grounded.	In Hand.
Triplet of Simples	2	4
Triplet of Terminals or Honors	4	8
Triplet of Both Own & Prevailing Wind	8	16
Triplet of same color Flowers	12	24
Kong of Simples	8	16
Kong of Terminals or Honors	16	32
Kong of Both Own & Prevailing Wind	32	64
Kong of same color Flowers	48	96

SEQUENCES

Open Sequence of 3 Simples	2	4
Closed Sequence, 3 Tiles	4	8
Open Sequence, 6 Tiles, all same suit	4	8
Closed Sequence, 6 Tiles, all same suit	8	16
Sequences of 9 Tiles, all same suit	12	24

PAIRS

Any Pair of Simples, same suit	2
Pair of Terminals, Winds or Dragons	4
Pair of Flowers, same color	8
Individual Flowers	4

DOUBLES FOR ALL HANDS

Own Flower or Season	1 Double
3 or 4 Dragons or Flowers, same color	1 Double
3 or 4 of Own or Prevailing Wind	1 Double
3 or 4 of Your Own & Prevailing Wind	2 Doubles
Only One Suit, with Winds & Dragons	1 Double

DOUBLES FOR ALL HANDS, *continued*

All 1s and 9s with Winds & Dragons	1 Double
Four Sets, all triplets and or Kongs	1 Double
Four Sets, all Sequences	1 Double
All One Suit, no Winds or Dragons	3 Doubles
All 1s and 9s, no Winds or Dragons	3 Doubles
All Winds & Dragons, no suit Tiles	3 Doubles

BONUSES, FOR WINNING HAND ONLY

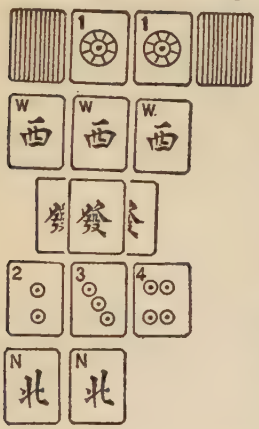
For a Mah Jong	20 Points
For Drawing Winning Tile	2 Points
For Filling Only Place	2 Points
For Both Filling and Drawing	4 Points
For Winning on a Loose-tile Draw	1 Double
For Winning by Robbing the Kong	1 Double
For Winning on the last Available Tile	1 Double
For Winning on the First Tile Drawn	3 Doubles

Filling the only place means completing the hand by getting the only tile that would do so, such as the 8 for a 7 8 9 sequence, or the last tile to make a pair. Taken from a discard it counts 2; if drawn 4. Robbing the kong is completing the hand by taking the fourth tile of a set of three laid down by another player. Suppose he has three 8s of Dots, and draws the fourth. If he lays it down to make a kong, and that 8 will fill a sequence in Dots for you and complete your hand at the same time, you can take it, and get a double for robbing the kong. This is very uncommon, however.

On page 419 will be found an example of a completed hand held by East, which is counted in this way:

A kong of terminals in hand 32. Three Winds on

the table, 4. Three green dragons in hand 8. A sequence of three simples, 2. A pair of winds, 4. Total 50. Add 20 for Mah Jong, 70.



One double for all one suit; nothing but Dots. Another double for green dragons. (As West in not the dominating Wind, there is no double for that set.) Two doubles of 70 is 280, and as East wins double, he collects 560 from each of the others and pays nobody.

It should be noticed that bonuses are frequently overlooked and also often unjustly claimed. The third to a triplet can never be the only place to fill, as a third to the other pair would have done as well. An open-end sequence might be filled at either end. Even if it is practically impossible to go out with more than one tile, as all the others that would fill have been used or discarded, the count for the only place cannot be allowed, as that place might have been filled earlier in the hand.

There are a number of hands, called "limit hands" which win the limit of the stakes regardless of their total value, provided they count 20. One of these is seven pairs, or the Heavenly Twins, three of the pairs must be honors or flowers to reach 20. Another is All Green, a hand of bamboos and green dragons, with no red color in any of the Bamboos.

This is the rarest hand in the game, as the tiles must be 2s, 3s, 4s, 6s, and 8s only. The 1s, 5s, 7s, and 9s have a dash of red in them. The hand might be formed without any dragons. A special hand, which need not count 20, is the Fourteen Odds. This is fourteen single tiles, all honors. The tiles available are the six 1s and 9s, the four Winds, the three dragons, and the two colors of flowers.

Penalties

A player with a short hand cannot make Mah Jong, but may count his sets against the others in settling up. He cannot claim a double for a cleared suit, however, or all 1s and 9s, or all honors, as his missing tile might spoil it. If a player has too many tiles, through forgetting to discard or something, his hand is foul and he must pay everyone, getting back nothing.

If a player lays down a false set, it is no one's business to point out the error. He is your adversary. If he has discarded, he cannot correct the error, even if able to do so, and cannot win Mah Jong, as he can never have four sets that are good.

If a player call Mah Jong and has not 20, as one will sometimes do with only one suit in hand, no Winds or dragons, he may take his tiles up again if no other player has exposed his tiles, thinking the call correct. If that is done, and other hands exposed, the player in error must pay half the limit to each of the others, the full limit to East, or if he is East himself.

If a player overcounts his hand, he must be cor-

rected before he is paid. If he undercounts in any way, as in overlooking a double or a bonus, and is paid before he corrects himself, it is too late to claim the extra payment.

GLOSSARY OF TERMS

A–B, Y–Z. The four letters used to mark the partnerships. A leads and Z deals.

A cheval. Across the line, at baccara.

Adversary. One who is not on the declaring side at bridge or skat.

Age. The eldest hand at poker.

American leads; at whist, to show the number of cards in the suit by varying the leads from high cards.

Ames ace. Double aces, at hazard, or other dice games.

Ante. The amount put up to draw cards at poker, as distinguished from the blind, which is put up before the deal.

Antepenultimate. The lowest but two of a suit at whist; now supplanted by the invariable fourth-best.

Ask. The signal for trumps at whist.

Bath Coup. Holding up A J fourth hand, when a K is led.

Banker. The player who pays and takes all bets made by the others.

Bidding to the board. When the points offered are not to be added to the score of any player.

Big dog. A poker hand; ace high and nine low.

Biseaute cards. Cards so trimmed that certain ones can be pulled from the pack by the edges.

Blaze. A poker hand, all court cards.

Blind. The amount put up by the age before the deal at poker.

Blue Peter. The signal for trumps at whist.

Boarded cards. Card faced on the table, which cannot be withdrawn.

Bobtail. A four-card flush or straight at poker.

Bone-yard. The dominoes left undrawn.

Booby table. The lowest in the line at progressive games.

Book. The first six tricks taken by one side at whist or bridge.

Brace game. A conspiracy between the dealer and the case-keeper at faro, to mark cards on the cue box which have been surreptitiously taken from the box by the dealer.

Break even. To win as often as one loses.

Bridge the cards. To bend them so that a confederate can cut the pack at a designed place.

Bridge the make. A vulgarism at bridge, meaning to pass the declaration. To bridge it, really means to make it no trump.

Bucking the tiger. Playing against a faro bank.

Bumper. An eight-point rubber at English whist.

Burnt card. A card reversed on the bottom of the pack, to conceal it, in banking games.

Calling the turn. Naming the order in which the last cards will come from the box, at faro.

Case cards. In faro, cards of which only one of that denomination remains in the dealing box.

Case-keeper. The one who keeps the cue box at faro, so that the players shall know which cards are "cases."

Cat-hop. Two cards of the same denomination in the last turn at faro.

Chelem. Slam.

Cinch. To make sure that the following player cannot win the trick with a pedro, at high five.

Cold deck. A pack which is "rung in" during the play, unknown to any but the dealer and his confederates.

Conventions. Any methods of play which have become established and universally recognized as the best for certain combinations of cards, such as the conventional lead of K from A K.

Court cards. The K Q J. The ace is not a court card; because its natural place is at the bottom of the suit, below the deuce.

Crossing the suit. Naming a trump of a different color from the trump turned down, at euchre.

Curse of Scotland. The nine of diamonds.

Dead man's hand. Jacks and eights, at poker.

Deadwood. The discards in cards; the pins that fall on the alley at ten-pins.

Deck-head. The turned trump when it is left on the stock and is not part of the dealer's hand.

Despatchers. Loaded dice.

Doubleton. A two-card suit at whist or bridge.

Doubling up. Betting twice as much as you have just lost on the last bet.

Doubtful card. One which may or may not win the trick.

Doubtful trick. A trick which you are not sure who can win.

Down and out. Playing the higher of only two cards first, at bridge, to show that you have no more of that suit.

Ducking. Refusing to win the first round of your own suit.

Duffer. One who knows nothing of the conventionalities of the game he is playing; as one who does not know the leads at whist.

Dutch it. Every man settle for himself.

Edge. A corruption of the word "age" in poker.

Eldest hand. The one who leads first. The player on the dealer's left.

Established suit. A suit in which you can take every remaining trick, no matter who leads it.

Exposed cards. Cards dropped face up on the table, or two played at once, or played in error, or turned up in dealing.

False cards. Playing the higher of two or more equals, so as to conceal the other.

Fattening. Throwing in counting cards on the partner's tricks, in skat.

Finesse. Any attempt to win a trick with a card which is not the best you hold in the suit, nor in sequence with it.

First hand. The leader in any trick.

Fluke. A stroke not played for, but allowed to count, in billiards.

Four-flusher. A man who falls short of his pretensions.

Fourth-best. The card to lead when there is no high-card combination in the hand to lead from. The fourth from the top of the suit.

Free ride. The penalty for drawing to false openers at poker; to ante for all the others for the next jack.

Front stall. One who picks up acquaintances and introduces them to card sharpers.

Full house. Three of a kind and a pair, at poker.

Fuzzing. Milking the cards, by taking one from the top and one from the bottom at the same time, face down.

Gallery. Those who bet on the game, but do not play.
Gambler's point. The point for "game" at seven-up.
Grand slam. Winning all thirteen tricks.
Greek. The European term for a card sharper.

Heart convention. At bridge, the lead of the best heart, when the third hand doubles a no-trumper.
Hinterhand. The third player who holds cards at skat. Third hand on the first trick.
His heels. A jack turned for a starter at cribbage.
His nobs. The jack of the same suit as the starter, in cribbage.
Holding out. Abstracting cards from the pack while it is in play.
Horse and horse. A tie on two events out of three.
Hustling. Looking for an "easy mark" to fleece at cards.

Impair. The odd numbers at roulette.
Imperfect fourchette. The card above and next below the one led, as K 10 over a Q led.
Imperfect pack. One in which there are superfluous or missing cards, or cards so marked or torn that they can be identified by the backs.
Indifferent cards. In sequence, so that it does not matter which is played.
Inside straight. A sequence in a poker hand in which the missing card is not at either end; such as 10 9 8 6.
Intricate shuffle. Butting the two ends of the pack together and letting them riffle into each other.

Jack strippers. Two jacks in a euchre pack, so trimmed that they can be withdrawn at will.

Jonah. An unlucky partner.

Keeping tab, or cases, in faro. Marking on a score-slip the cards that come out of the box, and whether they win or lose.

Kicker. A high card kept with a small pair to draw to at poker.

Kilter. No card above a nine and no chance to draw a straight or a flush, at poker.

Kitty. The percentage taken out of the pots to pay the expenses.

Little dog. A poker hand, sometimes called a tiger, seven high and deuce low, without a pair or flush.

Limit. The amount by which any previous bet may be raised.

Long cards. The cards of a suit left in a player's hand when no one else has any.

Long suit. Any suit of four or more cards.

Losing cards. Card which would have to be played to a trick which the other side would win.

Losing trumps. Trumps that would be caught if not used for ruffing.

Make. In bridge, the declaration.

Make the pass. To shift the cut.

Making up. To shuffle the still pack.

Marker. A piece of bone placed on a card in faro, to show that it applies to another card also, which has a bet on it.

Marriage. The K and Q of the same suit.

Master card. The best left of a suit.

Mechanic. One who can deal a brace game at faro.

Meld. The combinations laid on the table at pinochle.

Milking the cards; see fuzzing.

Minor tenace. The K and J, as distinguished from the major, A Q.

Monkey flush. Only three cards of a suit at poker.

N. E. S. W. The points of the compass used to distinguish the positions of the players and the trays in compass whist.

Next. Making the trump the same color as the turn-down, at euchre.

One-end straight. A straight open at one end only, at poker, as A K Q J, or A 2 3 4.

Open-end straight. Four cards in sequence, at poker, as 8 7 6 5.

Open bet. A bet played to win, at faro; not coppered.

Openers. Any pair better than jacks. A hand that will entitle a poker player to open a jack pot.

Pair. At roulette, the even numbers.

Pair royal. Three of a kind at cribbage.

Passe. At roulette, the numbers from 19 to 36, inclusive.

Pat hand. A poker hand played without drawing to it.

Paying in cards. When the banker and the punter are equal.

Penultimate. The lowest but one of a suit; now supplanted by the universal fourth-best.

Philosopher. European name for a card sharper.

Piano hand. At whist, a hand that no one can get any different result from. Easy to play.

Piker. One who follows big bettors with small bets laid the other way; on the theory that the bank will beat the big man.

Plain-suit echo. Any manner of showing the partner how many of the suit are held by the third hand. See down-and-out.

Playboy. The J of the trump suit, at spoil five.

Pone. Player on dealer's right. The one who cuts the cards.

Post mortems. Discussions over what might have been, at whist and bridge.

Progression. Increasing a bet by a fixed amount every time it is lost; pinching it down by the same amount when it is won.

Proil. Pair royal.

Protection. A suit in which you can probably prevent the adversaries from running off all the tricks; such as K J and two others.

Puppy foot. The ace of clubs.

Quint. Five cards in sequence, at piquet.

Renege. To discard, when unable to follow suit, or to refuse to follow suit when the rules of the game allow it.

Renounce. Not to follow suit.

Revoke. When holding a card of the suit led to play another suit, when the rules of the game require one to follow suit.

Ruff. To trump a trick.

See. In poker, to meet or call the last bet.

Schwarz. To win every trick.

Shed. To discard.

Short-card player. A poker sharp.
Short suit. Any suit of less than four cards.
Shy. Not anted yet, in poker.
Simple honors. Three out of five at bridge.
Singleton. Only one card of a suit.
Skunked. Left without a trick or a point.
Slam. All thirteen tricks.
Sleeper. A forgotten bet, left on a dead card, at faro.
Sneak. A singleton lead.
Spade convention. Not playing undoubled spades at bridge, unless the dealer is 24 up or better.
Spread. Any hand which is played open, the cards on the table.
Square game. A game in which the cards have not been trimmed.
Squeezers. Cards with an indicator mark in the corners.
Still pack. The pack not in play, when two are used.
Straddle. Putting up twice the blind, at poker.
Strippers. Cards which can be withdrawn from the pack by the increased width of their edges.
Sweating out. Refusing to bid when nearly out, so as to get out by picking up a few points at a time.

Talon. The stock that is left on the table to draw from.
Tenace. The best and third-best of a suit, such as A Q.
Tiger. A poker hand; see little dog.
Trailing. Playing a card that accomplishes nothing, in games like cassino.
Trash. To discard.

Unblock. To get out of the way of a partner's long suit.
Underplay. To refuse to win an adversary's trick.
Under the gun. The man to the left of the age at poker. The first bettor.

Vole. All five tricks at écarté.
Vorhand. The leader for the first trick in skat.

Wedges. Cards trimmed wider at one end than the other, so that if any are reversed, they can be withdrawn by the edges.
Whangdoodle. A round of jack pots at poker.
Whipsawed. Losing two different bets on the same turn at faro.
Whiskey hole. Only one to go to be game.

Younger hand. The opposite to the elder hand, when only two play. The dealer.
Yarborough. No card above a nine at whist or bridge.

THE END